

50
Best Game Boy
Titles Ever

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

TOTAL!

Killer Instinct 2
Exclusive!
News and Pics

20 Page Tips
Special!

Donkey Kong
Country 2,
Yoshi's Island
and
Earthworm
Jim 2

TOY STORY
We Reveal Disney's
New Blockbuster

THE GREATEST GAME CHARACTERS EVER

We Name The Top 50
You May Be Surprised!

PLUS!

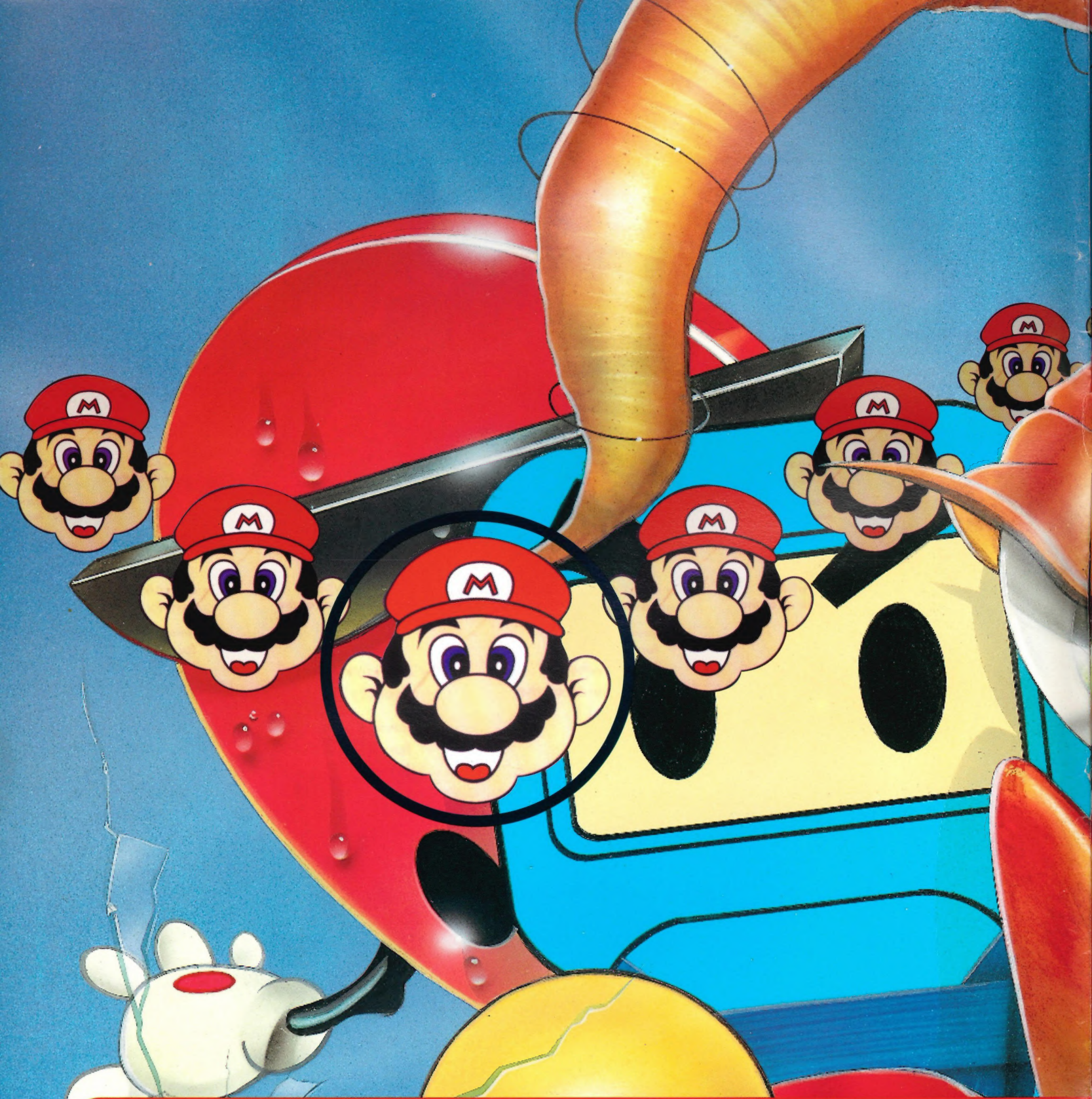
Civilization
Cut-Throat Island

Revolution X
Breath Of Fire 2

March 1996 Issue 51 £2.50



future
PUBLISHING
Your guarantee of value



EDITOR

Rob Pegley
rpegley@futurenet.co.uk

DEPUTY EDITOR

Deborah Cook

ART EDITOR

Christian Day

STAFF WRITER

Tim Weaver

COVER IMAGE

Alex Pang

CONTRIBUTORS

Andy Dyer, Steve Fardy,
Sean Atkins, Les Ellis,
Simon Barnes

ADVERTISING

AD MANAGER

Louise Alexander
lalexander@futurenet.co.uk

PRODUCT MANAGER

Tamara Ward
tward@futurenet.co.uk

BUSINESS DEVELOPMENT

Jackie Garford

SALES EXECUTIVE

Claire Eastwood

If you have any complaints
about adverts in TOTAL!
write to: Advertising
Complaints at Future
Publishing

PRODUCTION TEAM

CO-ORDINATOR

Zoe Rogers

AD DESIGN

Cherry Coad

PRODUCTION CONTROLLER

Matthew Parker

PRODUCTION MANAGER

Richard Gingell

PAPER CONTROLLER

Fiona Deane

LINO

Jon Moore, Simon Windsor,
Chris Stocker, Jason Titley,
Mark Glover, Brian Hook, Liz
Cheney, Olly Gibbs

PUBLISHER

Chris Power

ASSISTANT PUBLISHER

David Roberts

MANAGING DIRECTOR

Greg Ingham

CHAIRMAN

Nick Alexander

CIRCULATION DIRECTOR

Sue Hartley

GROUP PRODUCTION

MANAGER

Judith Green

OVERSEAS LICENSES

Mark Williams

Tel: (0171) 331 3920

COLOUR REPRODUCTION

Saturn Reproduction

Graphics, Bath,
Phoenix

Reproduction, Bath

PRINTING

William Gibbons,
West Midlands

DISTRIBUTION

Future Publishing

Addresses

Editorial: TOTAL!, 30
Monmouth Street, Bath,
Avon BA1 2BW

Tel: (01225) 442244

Fax: (01225) 446019



SUBSCRIPTIONS
TOTAL! Subscriptions:
Freepost (BS4900),
Somerton, Somerset
TA11 7BR

The subscription rate for 13 issues including postage is £32.50 in the UK, £51.95 in Eire and £68.20 for other countries.

All contributions submitted to TOTAL! are submitted and published on the basis of full assignment of copyright to Future Publishing, unless otherwise agreed in advance and in writing.

All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and clarity.

Nintendo, Super NES, NES and Game Boy are all trademarks of Nintendo Co Ltd. TOTAL! recognises all copyrights, and where possible we have acknowledged the copyright holder.

Please contact us if we have not recognised your copyright and we will gladly correct any oversight

All material © Future Publishing, 1996

YOUR GUARANTEE OF VALUE

This magazine comes from Future Publishing, a company founded just ten years ago but now selling more computer magazines than any other in Britain. We offer:

Better Advice
 Stronger Reviews
 Clearer Design
 More Reader Interaction
 Better Value For Money
 Greater Relevance

At Future, Editors operate under two golden rules: Understand your reader's needs. Then satisfy them.

ALSO BY FUTURE PUBLISHING

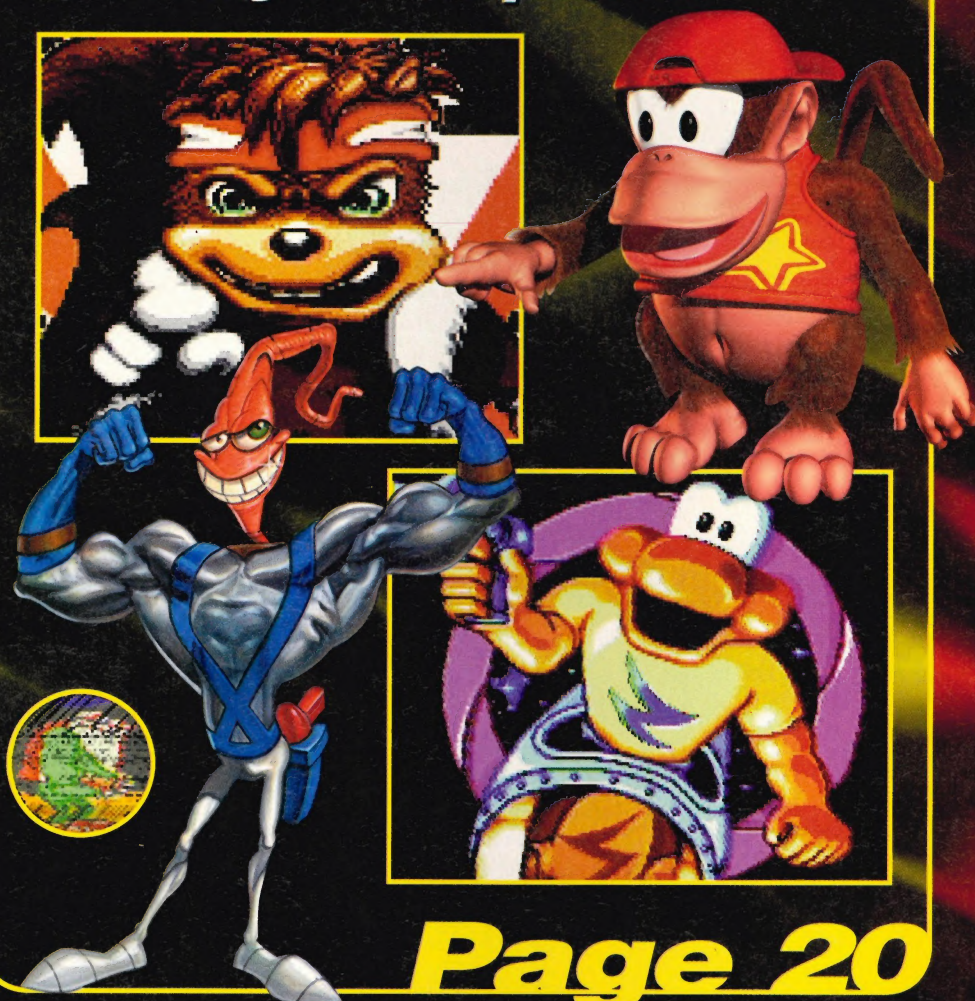
Amiga Format, Amiga Power, Amiga Shopper, arcane, CD ROM Today, Classic CD, Computer Arts, Cross Stitcher, Cycling Plus, EDGE, First XV, Football Italia, Future Music, GamesMaster, Good Woodworking, Mac Format, Mountain Biking UK, MTB Pro, Needlecraft, .net, Net Directory, PC Answers, PC Format, PC Gamer, PC Guide, PC Plus, Sega Power, SFX, ST FORMAT, Super Play, The Official PlayStation Magazine, Total Football, Total Guitar, and Ultimate Future Games.

Future
 PUBLISHING
 Your guarantee of value

TOTAL! is on-line on the internet as part of FutureNet. Accessing it is free, just point your Web browser software at:
<http://www.futurenet.co.uk>
 & rpegley@futurenet.co.uk

PS

**We Name The
Best Game
Characters Ever!**
You may be surprised



Page 20

Killer Instinct 2



Page 6

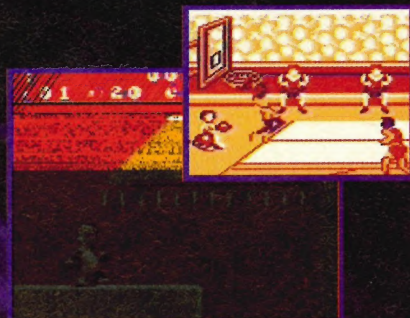
20 Page Tips Special!

DKC2, Yoshi's Island and Earthworm Jim 2



From Page 33

THE TOP 50 GAME BOY TITLES EVER!



Page 26

The TOTAL! Games Challenge



Page 16

Breath Of Fire 2



page 62

TOY STORY



Page 10

Cut-Throat Island



Page 30

Revolution X



Page 60

REGULARS

News	6
Charts	14
Letters	68
Subs/Back Issues	73
TOTAL! Tactix	74
TOTAL! Recall	78
Reader Ads	80
Crossword	81

FEATURES

The TOTAL! Games Challenge	16
Stars And Sprites	20
The Top 50 Game Boy Titles	26
Tips Special	33

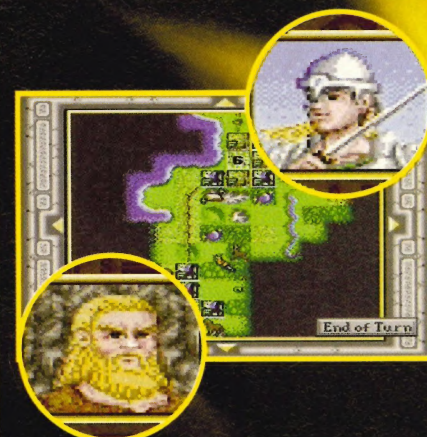
PREVIEWS

Cut-Throat Island (SNES)	30
Cut-Throat Island (GB)	32

REVIEWS

Civilization (SNES)	56
Revolution X (SNES)	60
Breath Of Fire 2 (SNES)	62
Mortal Kombat 3 (GB)	64
Big Hurt Baseball (GB)	66
NFL Quarterback Club '96 (GB)	67

Civilization



Page 56

MK3

on the Game Boy



Page 64

TOTAL!

EXCLUSIVE NEWS



It's back. Before it even went away as well. With *Killer Instinct* still riding high in the SNES charts, the sequel is here. With more moves, new characters, superb interactive backgrounds and a host of new extras, *Killer Instinct 2* is the beat-'em-up to die for. And we have the very latest info...



KILLER INSTINCT



Just over a year since *Killer Instinct* took the arcades by storm, its sequel is set to blow all other arcade beat-'em-ups away. The Holy Trinity responsible for the original have again brought together their considerable talents for this ground-breaking game. And as you can see their efforts have not gone to waste.

Killer Instinct 2 gives gamers greater depth of gameplay as well as four more characters (and updated versions of the originals), literally

millions of combination moves and superb new backgrounds that the characters can actually interact with. It will be a while before SNES owners get their hands on this little baby, but fear not as the machine will be available in arcades from this month. And the team have been working on the Ultra 64 version of the original in parallel with this project.

Of all the improvements the interactive backgrounds are perhaps the most visually stunning addition. Each character has their own venue, so to speak, with objects which can be broken and in one case a wall that can be smashed through to continue the action outside. The arenas vary from hanging bridges, to rain forests and military bases. Each of the 11 fighting arenas are very different and their potential for

differing styles of fights vary accordingly. The characters have also been given a new lease of life and while they have a slightly more cartoony feel to them, touches such as being able to actually see them breathing are brilliant.

Back by popular demand come Gladius, Jago, TJ Combo, Sabrewulf, Orchid, Fulgore and Spinal. In addition come four new characters, two of them stunning babes. Maya is a blonde amazon woman dressed in leopard skin who is deadly with her pair of hunting knives. Kim Wu is a ponytailed ninja who knows what to do with her Nun-chucks. Tusk and Gargus are the other two newcomers and each have their own crazy costumes and combos.

More important are the changes to gameplay. The potential for extra combos is amazing with up to a million now available. There is also a Power Bar which rewards



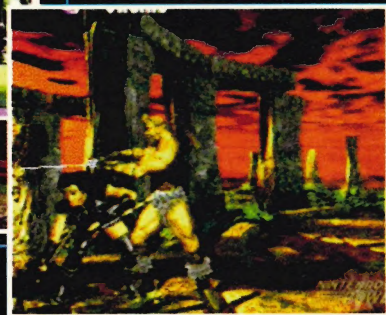
Combo and Jago clash with a massive lightning flash.



Below: The fighting arenas are varied and look better than ever.



Even Stonehenge has been included for history fans.



You can't beat a good cat scrap. Here are a couple of lovely ladies going at it hammer and knives.

KILLER INSTINCT 2

In the depths of the city Spinal fights for his life, even though the skeleton has been dead for over 2,000 years.

aggressive play and enables you to perform special moves.

Check out our exclusive pictures or better still, get yourself down to that arcade and experience *Killer Instinct 2* head-on.



This suspended bridge moves with the opponents as they battle with each other. In the background a fast-flowing waterfall adds to the atmosphere.



So What's New?

FOUR BRAND NEW FIGHTERS 11 characters in all.

A BRAND NEW COMBO SYSTEM with many more and varied combinations for attack.

A POWER BAR SYSTEM to enable characters to perform Super Moves. The Power Bar fills every time the player does a combo, takes a hit, performs a special move or blocks. It then enables each character to perform one of many spectacular Super Moves.

There is also a new, **SIMPLER, COMBO-BREAKER SYSTEM.**

You can fool your opponent into making a fatal error by

performing a fake version of one of your moves.

A NEW DASH AND TURN MOVE enables you to surprise and strike your opponent with lightning speed.

THE THROW MOVES, of which there are two types, include one never before seen in a videogame.

THE NEW COMBO COUNTER, gives you more information about the type of combo you perform and exactly how much damage it did.

A NEW STATS PAGE at the end of every fight gives details of what you did to win.

BRILLIANT NEW GRAPHICS featuring incredibly detailed backgrounds, and new animations for the front end and win sequences. The new fighters are so detailed and realistic that you can watch their hair wave in the breeze and see them breathing.

Finally, **NEW SOUND** with completely new tunes and sound effects for every character and background give a greater atmosphere.



Above: Not taking down the Xmas decorations will bring bad luck.

Kim Wu is quite a little mover, here she shows Jago her stuff.



Many of the characters have more of a cartoon feel to them than the original.

NEW CHARACTERS

Maya

Among the Tiger Spirit's foremost adversaries are the Amazons of the great jungle, who are sworn to serve and protect the honour of their goddess.

Queen Maya earned great respect from her part in the banishment of the Warlords, but when one of them returns to plague the world once more, Maya's tribesfolk feel extremely cheated and cast her from the realm. Until the threat is more permanently dealt with, she is forbidden to return.

Background Arena: A rain forest in front of a mysterious Mayan temple.

Special Features: Players can damage the trees and statues and occasionally it rains, as you'd expect in a rainforest.



NAME: KIM WU
HEIGHT: 5'4"
WEIGHT: 130 lbs
AGE: 17 YEARS

Tusk

A barbarian killing machine from the cold wastelands to the north, Tusk is the sole survivor of a warrior battle. He now lives in wealth and glory as an undefeated champion of the Gladiatorial Arena, but when the shadow of the Tiger rises again he casts aside all other responsibilities to settle this blood

UPDATE on the others

Jago

Abandoned as a baby on the doorstep of a monastery in the Himalayas he was tutored in the ways of the Order of the Tiger by warrior-monks (apparently there are such people). A star pupil, he battles with sinister evil lurking in the Ultratech tournament.

Background Arena: A wooden bridge spanning a huge ravine.
Special Features: The bridge responds to the movement of the characters.

Orchid

Enigmatic and lethal secret agent, whose role is to infiltrate and then expose Ultratech's dark ambition to the world. It is suspected she was hired by the Government to perform these duties. Quite a babe as well.
Background Arena: A military base complete with planes and helicopters.
Special Features: Exploding oil drums.

Combo

Having risen from the backstreet gyms to heavyweight champion of the world, Combo was stripped of his title when his trainer revealed to the press that Combo had illegal cybernetic arm implants inserted.
Background Arena: An urban

wasteland backed by moving subway trains.
Special Features: Fully rotates in 3D.

Fulgore mk 2

This is one cyborg with a mission. Even before the MK1 was completed, scientists were working on this updated version. Barely completed, Ultratech have thrown this new model into the action.
Background Arena: The laboratory where he was designed.
Special Features: Other robots can be smashed and lights made to swing.

Sabrewulf

Left for dead, Ultratech set about repairing him with their technology. Pain and humiliation, however, send him berserk and he escapes from the organisation with revenge on his mind.
Background Arena: In front of a fireplace in the Baron's castle. You can smash through a wall to fight outside in front of the well.
Special Features: As well as the wall, you can interact with ornaments.

Spinal

Brought back from the dead by

the necromatic power of the Tiger Spirit which tore him from the grave, Spinal is a savage warrior. He also has a grudge against the being that denies him eternal sleep. Filled with resentment he fights for the right to die.
Background Arena: An ancient longboat.
Special Features: Changing weather conditions and smashable objects.

Glacius

This alien ambassador was sent to earth in search of a lost scout party. Imprisoned by the Tiger and his followers he has since escaped and now fights for his freedom.



feud once and for all.

Background Arena: Ancient ruins with a huge fire at its centre.

Special Features: Flames leap and ruins can be smashed.



NAME: TUSK
HEIGHT: 6'11"
WEIGHT: 200 lbs
AGE: 32 YEARS

Kim Wu

Descendant of great Samurai heroes she has



NAME: MAYA
HEIGHT: 5'10"
WEIGHT: 140 lbs
AGE: 23 YEARS

been trained in the ways of traditional combat since her childhood. When the Tiger makes clear his intention to claim the whole world as his own, she knows the time has come to fulfil her role and prove her worth in battle.
Background Arena: An area high in the mountains with a huge drop.
Special Features: The background fully rotates in 3D.

Gargus

The Supreme Warlord, he has many names and indeed many appearances all equally lethal. Returning to the ancient world with Eyedol no longer around to threaten him, the Tiger assumes the form of a monstrous gargoyle. A gargoyle too hideous in fact to be shown in the pages of TOTAL! we've decided – it even looks worse than Tim in the morning. Swiftly recovering the strength lost during his 2,000 year exile – which let's face it, is a fairly long lay-off – he sets his sights on a reign of unopposed fear and brutality (rather like David and Chris our publishers). Will he overcome the others? Find out more next month.
Background Arena: A huge castle with massive gargoyles in the image of himself.
Special Features: It's a massive arena.



Buzz Lightyear hangs on for dear life in a grabbing machine at the arcade. As he finds out, the real world just isn't as much fun as the sanctuary of Andy's bedroom.

Woody the cowboy has a rough time of it in Toy Story.



Toy Story

Disney show the way forward with what is being called the film of the year and may prove to be the best game.

If you haven't yet heard of Toy Story, prepare to be run over by its fast-approaching publicity wagon. The film is a feast of computer animation never seen before and the game uses this graphic brilliance to the full. The game has a similar look to *Clockwork Knight*, but this 3D beauty is on the SNES remember, and not the Saturn.

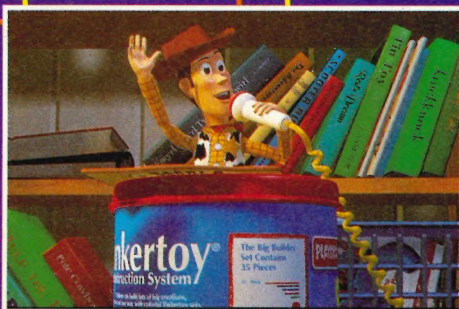
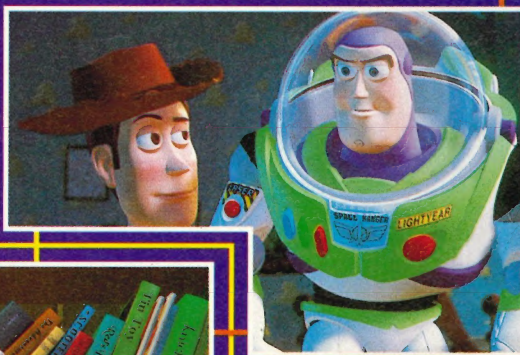
Like the film, the game centres around a group of toys with a life of

their own who become involved in a series of comic mishaps and adventures. Woody the cowboy is Andy's favourite toy until Buzz Lightyear comes along. Woody attempts to run Buzz over and knock him behind a cupboard into obscurity. Unfortunately the plan backfires when Buzz is thrown out of the window into the scary real world and the other toys gang up on Woody for his cruel deed. Woody then must save Buzz and restore peace to the world of toys.

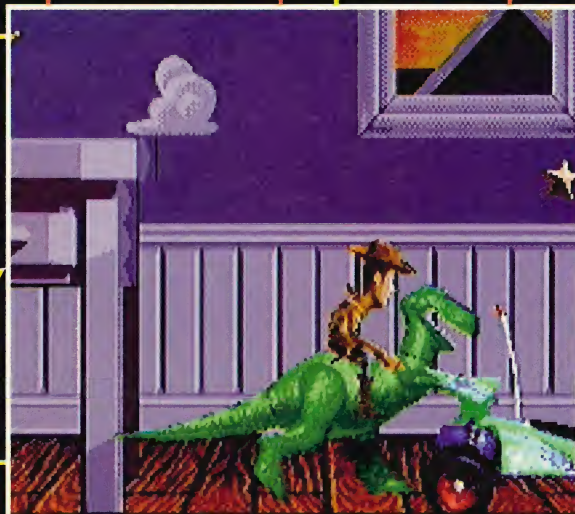
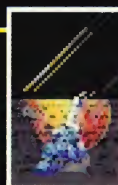
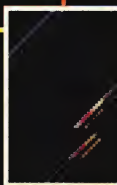
Full of brilliant characters including Hamm The Piggy Bank and Mr Potato Head, there are a host of levels and stages for Woody to get through in his quest. And not content with being a great looking platformer there are also *Lemmings* and *Doom* style stages within Toy Story. Check out our massive review next month to find out.

The Facts

- Over 800,000 machine hours were needed to render the final elements.
- The maximum weekly output was a meagre 3.5 minutes of completed animation.
- A team of 22 technical directors were responsible for creating the film's 400 models.
- All of the models in the film comprise 4.5 million lines of code.
- Approximately 2,000 texture maps were created for the film.
- The total storage required for all film information was one trillion bytes.
- Rendering an individual frame of film could take up to 20 hours.



Buzz somehow looks like Jimmy Hill with a goldfish bowl on his head. Quite a scary toy to give a young child really.



Ride him cowboy. Not quite Champion the Wonder Horse or Trigger, but then Woody is hardly John Wayne either, this will have to do as his trusty steed when there's an emergency to deal with.

The Film

Toy Story is the first cartoon feature made completely with computers, and the results are amazing. A brilliant storyline, combined with hilarious scenes and great animation are sure to make this a massive blockbuster.

When Andy receives a new toy, astronaut Buzz Lightyear, his faithful old cowboy Woody has to take a back-seat. A bitter rivalry develops between the two toys and as this propels them into the real world, events take an unexpected turn.

There are 110,064 frames of computer animation used in the making of *Toy Story* and every one is worth it. A brilliantly funny film with a warm and compelling story.



More Mega Man

It only seems like yesterday that we were playing *Mega Man x2*. And indeed it was. Not put off by a Mega Man pile-up Capcom are set to release *Mega Man x3* and if nothing else it shows Capcom's commitment to the SNES as a gaming platform.

In the latest instalment, Zero has been rebuilt, the X Hunters have been captured and Sigma has been destroyed. And basically Mega Man has got to sort the whole mess out. With eight new killer reprints to take on, either as Mega Man or Zero, this has many differences to the first two. We'll keep you posted next month.



This Mega Man game looks better than ever.



He's back. The Mega Man that was voted into our top ten sprites of all time. This time you not only get to play as him, but also as his best pal Zero, who is now restored to full battle power after being virtually destroyed in the last game.



Games Wars is the latest book to cover the battle within the videogames industry which continues to rage as strongly as ever. Covering all significant developments between 1987 and 1995 it is aimed mainly at people (like us at TOTAL!) working within the industry. And at 25 quid for a measly 150 pages it may be worth your wait for the paperback version. If you have got some spare cash, however, there are plenty of interesting charts and graphs, and TOTAL! is mentioned on page 83 (surely worth £25 alone).

Game Over, by Michael Hayes and Stuart Dinsey, is published by Bowerdean Publishing and is available in all good book shops now.

Cheaper Laughs

Comedy Review is a new! free! nude! chocolate! national comedy magazine which, should you possess even the vaguest evidence of a SOUL or a SENSE OF HUMOUR, you will be desperate to own immediately. *Comedy Review* covers absolutely every melon-freakin' aspect of comedy, including TV, stand-up, books, films, and theatre. It's full-to-death of features,

reviews, interviews, and... some... other things that you find in magazines. But – it's much, MUCH more than that. It's £3. And so, as we here at TOTAL! are the best people in the world ever, you can, by taking the coupon into a branch of WH Smith's or John Menzies, get a startling ONE WHOLE POUND off the first issue. Yes. That means you can buy the FIRST EVER ISSUE of a BRILLIANT NEW COMEDY MAGAZINE for a MEASLY TWO POUNDS! AND NOT THREE POUNDS. Do you see?

£1.00 off

Comedy Review at WH Smith and John Menzies With This Voucher

TERMS AND CONDITIONS

1. This voucher entitles you to £1.00 off when you purchase a copy of *Comedy Review* from branches of WH Smith and John Menzies within the UK. 2. Offer exclusive to WH Smith and John Menzies. 3. Not exchangeable for cash or any other merchandise. 4. Voucher cannot be combined with any other promotional offer or staff discount. One voucher per purchase. 5. Valid only for issue one.

Receipt No.

Till No.

Staff Initials.

Akira still not here, ah!

It looks as if *Akira* will not be heading to the SNES after all – at least for this year anyway. THQ who still hold the licence say that developments have been put on hold. It may well be now that the title will be released on the Ultra 64 eventually. That being the case there may be a SNES version, but for now the project is on hold.



Lobo in Limbo

One game that is set to hit our screens soon is the comic book favourite *Lobo*. Long after we first brought you news of its release it looks like Ocean's gore-intensive action is going to warm the electronic cockles of our SNES. It casts you as King Bastich in a brutal free-for-all against the likes of Kris 'Krusher' Kringle, Robert D'Nitro and Vrill Dox. With sweeping camera angles,

real-time character movement and the influence of good Silicon Graphics, this is one we're more than happy to hold our breath for.



The comic hero known as Lobo will finally make his SNES debut.



Impossible Mission To Get Hold Of Earthworm Sim

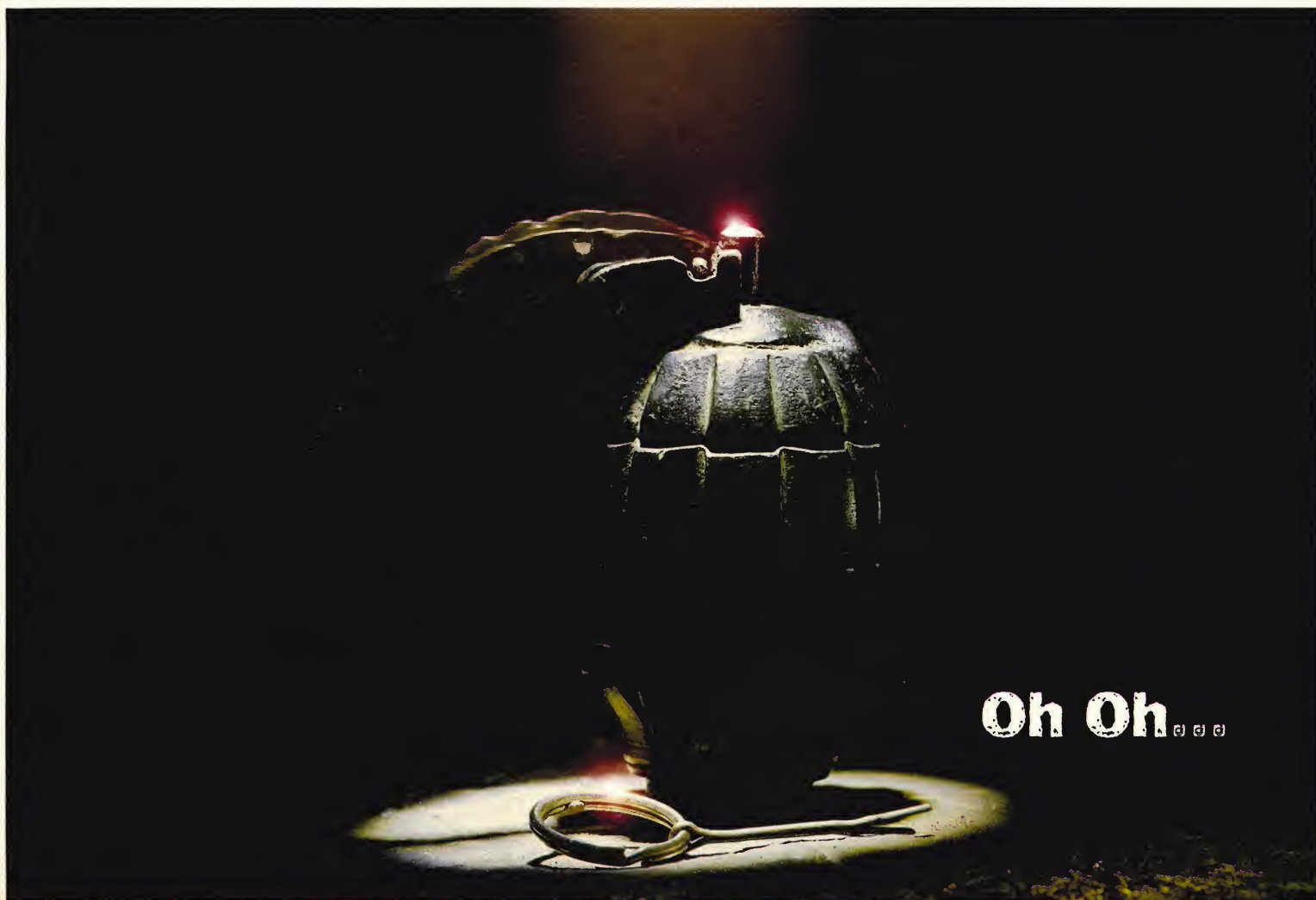
With a brilliant cast and a huge budget, *Mission Impossible*, the film, is set to do big business this summer. Whether the game will do likewise is becoming increasingly hard to tell as it proves increasingly elusive. Based on Tom Cruise's new movie (for which a plot is also very much under wraps), the game boasts 360 degrees character mobility, the most amazing electronic gadgets ever and all the intrigue and action of the cult TV favourite. Or so they tell us. At present, you have as much chance of seeing a version of the game as seeing a one-legged cat bury his turds on a frozen lake. We continue with our surveillance and let you know whether we expect the game to self-destruct shortly. Should you choose to purchase TOTAL! you will receive this information within five seconds...



Worms has been put back another three months according to its creators, Team 17. The ultra-cute game was set to come out on the SNES early this year, but reports are that it may now be April or May before the *Worms* see the light of day.

Described as 'fast-paced, totally unrelenting gameplay' it also has outlandish scenarios, tons of weapons and four of the most brutal worm batallio ever to infest

a game. But then there haven't really been that many. Better than *Lemmings* it boasts, but just as difficult to finish it would appear.



Oh Oh

Jedi's In The Wars Demon's Best

As we told you a couple of months ago, LucasArts is preparing a Star Wars game for the Ultra 64 called *Shadows Of The Empire*. Word from America has it now, however, that they are likely to quickly follow this up with a Jedi Knight 3D fighting game. Featuring characters from the original as well as 'prequel' characters from the forthcoming *Star Wars* films (a young Obi-Wan Kenobi and Anikan



Skywalker – known as Darth Vader in later life), the game is still at the planning stages.

Disney is set to continue its good start to the year with *Toy Story*, by releasing *Gargoyles*, its dark cartoon platformer. Similar to *Demon's Crest*, Disney have broken away from their twee past to produce this game full of SGI-rendering. With a concentration on game-play, this is also anything but easy and with a host of original extras, this could be the



'surprise platform smash of 1996'. A preview follows shortly, but that's all for now folks.

Toy Story and *Gargoyles* are somewhat of a departure for Disney from their normally cute films and videogames. Good.



HAZEL SAYS...

I don't think that the gameplay in *MK3* on the Game

Boy is quite as fluid as *Killer Instinct*, but the animation and character detail was better, in my opinion.

Are these boxes to be chucked, by the way, and can you pass me that cup love?

Master Baiter

Mark Davis' *Fishing Master* is the latest bonkers fishing sim to be released in the States and it's one of the closest things to 'real' fishing ever. Which, let's face it, isn't a good thing. Sitting in front of a screen for five hours doing nothing is not fun. Other titles in the past have at least tried to liven up the computer-fishing experience in various futile ways and indeed titles such as *Bassin's Black Bass* are actually good fun. We waited with baited breath.



Position Of The Month

This is your basic TV watching position, which can be adapted for easy gameplay.

Getting it right:

Park your arse in the centre of the couch and swing your legs up sideways. Stretch out on your side with one of your arms bent up to support your head. If you decide to play a game, support your head with some cushions so that both hands are free for joypad manipulation.

What's in it for you:

It's comfortable, and you don't have to move if your mum starts the hoovering.

Special requirements:

A couch.

Difficulty rating:

1 (1=easiest, 5=most difficult)



CHARTS

Find out if all that Christmas money has shaken up the charts after a mad rush for the sales.

GB

- 1 Donkey Kong Land
- 2 Killer Instinct
- 3 FIFA Soccer '96
- 4 Pac Panic
- 5 RE Mario and Yoshi
- 6 Super Mario Land
- 7 RE Dr Mario
- 8 Primal Rage
- 9 Galaxians/Galaga
- 10 NE Spanish Translator

SNES

- 1 Donkey Kong Country 2
- 2 Yoshi's Island
- 3 Killer Instinct
- 4 FIFA Soccer '96
- 5 Street Racer
- 6 Super Metroid
- 7 ISS Soccer
- 8 Doom
- 9 Mickey Mania
- 10 Theme Park
- 11 Jungle Strike
- 12 Super Mario Kart
- 13 Earthworm Jim 2
- 14 Mortal Kombat 3
- 15 Crazy Chase
- 16 Zelda 3
- 17 Micro Machines 2
- 18 NE Dr Mario/Tetris
- 19 Super Bomberman 3
- 20 RE Batman Forever



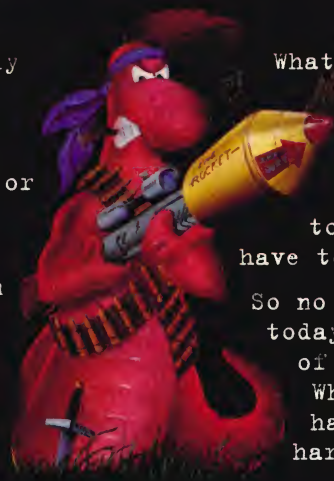
PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.



Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away.

Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - <http://www.team17.com/>



Contender 1

Name: Pegley, Robert, BA (Hons)
Age: 28
Position: Editor
Likes: Portsmouth. Apparently, that's all
Dislikes: Anyone or anything from Southampton

Gaming Credentials: Starting out on a BBC, way back in the days when you could still get a country mansion for twelve and six, Rob has worked his way through a wealth of machines but lists the Nintendo as his 'piece de resistance'. Doom and ISS are just two of his specialities.

Greatest Achievement: 'That's easy', says Lord Robert, 'beating Tim 7-1 on ISS. All seven goals were special but the stand-out moment had to be that perfect overhead kick. Wonderful days, wonderful days...'

Favourite Game: Rob lists, predictably, ISS as his fave game but also admits to liking Theme Park. 'It's so, well, nice isn't it?' That's why he's Editor, see. Such strong opinions.

Stand a Chance?: Oh yes. One thing's for certain, when it comes to a challenge, the Portsmouth lad's always going to be up for it. He's been playing games since the dawn of time and, quite frankly, he's got to be the favourite at this stage.

Sound Bite: 'Chris isn't good at anything but art, Tim's an idiot of immense proportions and Debs is a woman. It's in the bag already. In fact, I'd be willing to put my job on the line if I don't win'. Applications, with CV please, to 'The Vacant Editor's Job', Total!, 30, Monm...

Scoring

8 - The Winner

6 - 2nd Place

4 - 3rd Place

2 - Arthur Fowler



GAMING CHALLENGE



Contender 2

Name: Cook, Deborah
Age: That's classified information, Colonel
Position: Deputy/Production Editor
Likes: Tea
Dislikes: None. Debs loves everything (as long as it involves hot water, a tea bag and milk)

Gaming Credentials: Experienced in a variety of game formats but especially great on the Nintendo machines, she informs us that Starwing and SFI are among her best. However, stick a copy of Mario Kart in front of her and she'll bring a new meaning to the words, 'road rage'.

Greatest Achievement: 'Giving everyone a good pasting on Killer Instinct then kicking seven shades out of Eyedol', says pacifist Debs. We didn't ask her anything else.

Favourite Game: When asked this question, Debs develops a strange twitch in her eyes and fingers and can only mumble, 'I want Mario Kart! I waaant Maaario Kaaaart!' So we presumed it was Mario Kart.

Stand a Chance?: Our Debs might not be the 'fashionable' bet but, if truth be known, the other contenders are actually quite scared of her. A natural at games, one thing's for sure, she'll be there or thereabouts.

Sound Bite: 'The others might think that they can shove me aside but I sure as hell won't be going down without a fight. And if that fight happens to involve real fisticuffs then so be it. I've got a black belt. And a red one. They both came as part of that dress I got in the BHS sale'.

The Games

Bust-A-Move

Not chosen because it's the best puzzler on the SNES but just because we all love it to bits.



ISS Deluxe

Apparently, Rob suggested we put this in because it's a good two-player game and not at all because he's brilliant at it. Hmmm...



Killer Instinct (GB)

The best game on the Game Boy had to go in because we all like breaking each others limbs.



Micro Machines 2

Speed demon Debs wanted this to go in and we're all a bit scared (well, Tim is), especially after watching her play Mario Kart.



The Format

Each round will be conducted like a semi-final where the winners will meet in a final and the 3rd/4th placed contestants play off. Yoshi's, however, is different. The player has to collect as many points within a minute as he can. So, off we go.



MES CHALLENGE

Contender 3



Name: Day, Christian
Age: 22
Position: Art Editor
Likes: Running, swimming, football, origami, keep fit.
Dislikes: Any foods with excess fats or carbohydrates.

Gaming Credentials: Chris learnt his trade on the PC machines and has since taken to Nintendo like a duck to water. He lists MK3 and Cannon Fodder as his 'no one can beat me' games.

Greatest Achievement: 'I think that it must be completing Earthworm Jim 2. I mean, you've got to admire the worm, haven't you? You don't just wake up with muscles like that. You've got to work for them'.

Favourite Game: Chris won't hesitate in telling you that his favourite game is Cannon Fodder. All that fun blasting, right? 'No. Being in the army requires discipline, just like swimming and running'.

Stand a Chance?: More reserved than the boisterous Pegley, more level headed than the erratic Weaver and more experienced than the tea-making Cook, Chris, who's fitter than the proverbial fiddle, could actually just waltz on through and take it. He's rather like Monday mornings, you see. He just sort of sneaks up on you.

Sound Bite: 'It's all about stamina. You've got to be able to control your potassium and protein levels. Anyway, I'd love to stay and chat but I'm doing the London Marathon this morning. See you in about an hour'.

Contender 4



Name: Weaver, Timothy
Age: 18
Position: Staff Writer
Likes: Drew Barrymore, Arsenal and his Mum's cottage pie
Dislikes: Anneka Rice and Rob shouting at him during 5-a-side

Gaming Credentials: Having progressed from Fruity Frank on the Amstrad, through Sensible Soccer on the Amiga, to Striker and Bust-A-Move on the SNES, Tim's got more games under his belt than your average Future Zone shoplifter.

Greatest Achievement: 'Completing the notoriously hard The Chaos Engine. I completed it, I did! I completed it!' Yes, yes, alright.

Favourite Game: Tim will only ever give one answer and that is Sensible Soccer. 'I grew up with it. It grew up with me. We laughed and cried together. We are each other. We are one'. Tim's currently writing the lyrics to the next Eternal song.

Stand a Chance?: A bit of a dark horse, this one. He's new, he's young, he's fit (well, sort of), he's got bags full of energy (except weekdays between half nine and six) and he talks a good game. But no one really knows a damn thing about his gamesplaying skills. Could be one to watch.

Sound Bite: 'No problem. I'll give those half-hearted poncey boys (and girl) a sound whipping. And, after I've done that, I'll give them a good, old-fashioned kicking in The Games Challenge'.

Yoshi's Island

This goes in because everyone wants to beat Rob at a sports game and we all know he's damn useless at this.



Street Fighter II Turbo

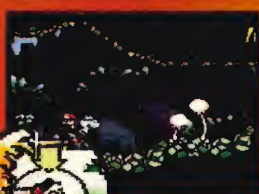
Everyone knows SFII and it's still, arguably, the best fighter on the SNES. Oh, and Rob said he wanted to pummel Tim's face, as well.



You're a Winner

Suggested by Chris, not because Yoshi can

do the four minute mile or anything, but because Chris thinks the green thing's 'sweet'.



Round 1

Bust-A-Move

Using our hi-tech drawing system (ie, four scraps of paper and a hat), Debs was chosen to face Chris and Rob was up against Tim.

The matches – with a five minute time limit – didn't fail to excite. Debs began well against Chris but he soon took control, storming through to take five rounds on the trot. Final score: 9-4.

The second tie was more a battle of words than of wits. Rob, tried to upset Tim's concentration by shouting, 'Beat me, and I'll make sure you never work in this business again', at regular intervals.



But, Tim seemed unaffected and just kept calling Rob, 'old man', as if somehow knowing that he would win the tie. Which he did. When all's said and done: 7-3.

The play-off was disappointing. Rob was thrashed by Debs 10-2 but the final was much more exciting. Chris struggled to start with and Tim looked like he might take it but Mr Motivator's cousin came good, 8-5.



Chris – 8 points Tim – 6 points Debs – 4 points Rob – 2 points

Round 2

ISS Deluxe

After a couple of minutes watching Rob's (Brazil) passing game it became obvious that the idea of the Debs/Tim encounter might be to try and lose. Chris (Italy) was slightly overpowered. It was 3-0 at half-time and it could have been more. To be fair to Chris, he held out well in the second half and even managed a couple of speculative efforts but Rob, wasn't ever really troubled and added a fourth late on.

The other tie was good fun. Debs (Germany) started well and won a penalty, sticking the spot kick away. The second half was a different matter. Tim stormed back and won the tie 3-1, thanks to a couple of close range strikes and an own goal. The play-off was a dreadful affair. There was no action until Debs had a shot that went in off the post and won her the match, 1-0.



The final was worse, if anything. Tim was content on sitting back and soaking up Rob's attacks and the Ed's shooting was straight out of the 'Torquay United Guide to Finishing'. Extra time wasn't much better and the penalty shoot out was laughable. Rob scored one and Tim missed all of his. Awful just wasn't the word.



Rob – 12 points Tim – 12 points Chris – 10 points Debs – 6 points

Round 3

Killer Instinct (GB)

Rob was, finally, drawn against Debs and Chris against Tim. Rob seemed please with the ties: 'Killer Instinct's my secret weapon'. So secret, in fact, that Rob had forgotten how to play it. Debs, as Thunder, pulled off a series of special moves and then finished Rob off with a Mohawk Fatality.



In the other tie, Tim, as Gladius, and Chris, as Jago, struggled to dominate until Chris pulled off a fatal 13 Hit

Combo. Tim, with no answer, tried to hit back with a couple of limp punches but Chris did for him with a Flying Heel Attack. The play off was a dull affair where neither player managed to pull off a single special move. Tim won thanks to a spell of Kan-Kan kicking, leaving Rob to mumble, 'Can't we play ISS, again?'.

The final, however, was a rip-roaring affair. Chris and Debs were an equal match for one another and produced some spellbinding fighting action. Debs triumphed, however, with a brilliantly timed Flaming Phoenix Attack which left Chris silent (for once).



Chris – 16 points Tim – 16 points Debs – 14 points Rob – 14 points

Round 4

Micro Machines 2

Chris was drawn against she-devil Debs – just see her playing Mario Kart to understand what we mean – and Rob was to face Tim once more.

The Cook/Day tie was over before it had really got going. Debs didn't look out of place with her newly grown horns and pitchfork accessories, as she stormed through to take the round easily. Chris fell off his chair. Dr Pegley managed to revive him with a crowbar. The second tie was a little better but Rob, on a losing streak that Bolton would be proud of, was defeated, thanks to some suicidal driving in the last quarter and Tim's perfectly judged last minute acceleration.

The play-off was tedious with both parties looking as if they were still learning how to drive. Rob, managed to pull himself out of the doldrums, though, with a last minute surge for the line. The final could have been exciting but Tim was clearly affected by Debs' Latin chanting. She proceeded to take the tie easily. Her driving was, well, devilish, to say the least, but afterwards she just smiled and said, 'Golly, did I win? How exciting. Anyway, who would like a cuppa?' All very strange.



Debs – 22 points Tim – 22 points Rob – 18 points Chris – 18 points

Round 5

NHL Hockey '94



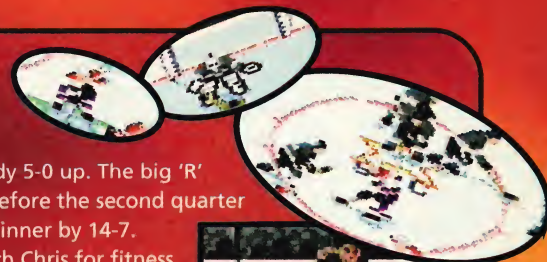
Rob was drawn against Tim and Chris against Debs.

By the time Tim had realised which team he was, Rob was already 5-0 up. The big 'R' continued in a similar vain, managing to clock up double figures before the second quarter had finished. Although Tim fought back, well Rob ended up the winner by 14-7.

The other tie was closer with Debs showing that she could match Chris for fitness. But she squandered chance after chance in the fourth quarter and left Chris a worthy 7-4 winner. The play off was always going to go Debs' way, as Tim struggled to get to grips with the pace of the game. Thanks to a couple of early goals and a late surge, Tim managed to make the score look respectable but there was only ever going to be one winner in this 9-5 extravaganza.

The final was entertaining with Rob taking the lead five times, only to see Chris hit back each time. But Rob – supposedly cack at NHL – won the game 10-8 with some precise long range strikes.

Rob – 26 points Debs – 26 points Tim – 24 points Chris – 24 points



Round 6

Street Fighter II Turbo

Rob and Tim were drawn against each other again and Debs was left to face the wreck that was Chris.

Chris had obviously peaked. His fighting was not up to scratch as Debs – playing as Honda – pulled off a series of well timed moves. Looking as agile as a large African elephant, Chris had to console himself, controversially, with a greasy bag of chips.

The Pegley/Weaver encounter was a load of old drivel. Tim played as elastic Dhalism and Rob as electric Blanka. After six or seven minutes of 'come and get me' fighting, Rob finished it with a punch where it hurts. The play off was virtually finished before it had started. After finishing off his tenth cheeseburger, Chris could manage only a few punches and Tim pulled off a special move that none of us had ever seen before (the 'unplugging Chris' joypad' move).

The fight between the Rob and under dog Debs was really very exciting. Rob had the best of the early exchanges but Debs came back with a fine series of punching. It was Rob's day with some marvellous electrical shenanigans.

Rob – 34 points Debs – 32 points Tim – 28 points Chris – 26 points



Round 7

Yoshi's Island

The tense finish obviously affected all the contenders. Rob played like he had lost the use of his eyes and fingers and couldn't get the hang of jumping between platforms. He ended up with a measly 57 points.

Next up was Debs who was all over the place and with fifteen seconds left only had 15 points. Luckily she found a load of bonuses and managed an alright, all things considered, 32.

Chris and Tim had similarly bad starts but looked quite good in the last thirty seconds. Chris – apart from not realising until ten seconds in that he had the wrong controller in his hands – notched up a respectable 59 and Tim – who admitted being surprised at his minor success – scored 63.

Rob – 38 points Tim – 36 points Debs – 34 points Chris – 32 points



Are you the best?

Oh Boy. Have we got something for you lucky lot? Now, you've seen how great we are when it comes to games but how good are you? Well, if you reckon you're a little bit handy on any of the above then send us yer details, we want to hear from you. We don't care what it is. If you've beaten Eyedol, completed Yoshi or whipped Brazil 10-0, just write in and tell us. We'll choose the four best, get you down to the luvly city of Bath and let you meet the TOTAL! team. Then we'll get you lucky people to play each other and the winner will be proclaimed: 'The Best TOTAL! reading Gamesplayer in Britain'. Think you can handle it? Well, if you can just write to us – with a telephone number – and hope and pray that we choose you. And we might even play you. If you're lucky.



STARS SPR

From the sad to the sexy, the great to the gross and the cute to the complete git, computer sprites can make or break the title they star in. Some fade into NES obscurity, others spawn a whole genre of spin-offs and get their names on tins of spaghetti shapes. So which is the sprite-u-like? From the load of sprites in existence, **TOTAL!** has brought together the top 50 video-names. So onwards with character building and – even better – character assassination as we name the greatest of all time.

50



Aladdin

Issue 25

The debonair Arabian Prince with special silky pants and a strange addiction to rubbing his lamp.

49



Prehistorik Man

Issue 44

Grunting mop-haired Neanderthal with a ferocious roar that makes Captain Caveman sound like a whispering girl.

48



Ardy Lightfoot

Issue 39

Cute fella with a great name, a fairly natty sense of dress, but a poor game to star in.

47



Pocky and Rocky

Issue 17

A little boy and a fluffy bear, they first appeared in *Kikikaikai Ninja* and then got a game of their own after fame struck.

46



Tin Tin

Issue 48

Effeminate Belgium bloke with a dog and a quiff. He also hangs around with some of the dodgiest cartoon characters known to man. Not bad at solving crimes, though.

45



Taz

Issue 20

Hyper-active Tasmanian bird-eating devil. A sworn enemy of Bugs Bunny, he gets in an angry spin about the slightest thing. But cute with it.

44



Soccer Kid

Issue 28

Smug gelled-up kid with a football. Like *Marco And His Magic Football* but a bit harder and cooler.

43



Beavis and Butt-head

Issue 47

Sub-moronic MTV teenage gigglers. Appeared in a terrible game but they're still megastars in our book.

42



Boogerman

Issue 41

Snot-filled vile anti-hero.



And RITES



38

Ren and Stimpy

Issue 23

These two brought happy happy, joy joy to the TOTAL! office and a new dimension to the dog/cat comedy standard.



34

Jelly Boy

Issue 34

Stretchy pink boy made, not surprisingly, from jelly. Crudely drawn, but the game was huge and he was fairly cute. Not as tasty though, as his educated older brother, Crème Brûlée Bloke.



37

Lemmings

Issue 10

Cute green-haired guys that throw themselves off of anything tall. They've appeared on numerous formats and plod happily to their ultimate doom every time. Stars they maybe, role-models they aren't.



41

Zero the Kamikaze Squirrel

Issue 45

Fearless bush-tailed platformer.



37

Judge Dredd

Issue 43

Finally got his own game last year after Sly's big movie. The tiny sprite lacked charisma but he still had some smart moves and added to a great game.



32

Obelix

Issue 20

Friend to Asterix, Obelix was as strong as an ox and gentle as a lamb. He was also fat, topless, wore stripy trousers and had ginger pigtales. Hardly a man's man, is he?



Zool

Issue 26

This ninja ant was billed as a *Sonic* for the Amiga but never quite made the grade. Haven't seen much of him lately.



36

James Pond

Issue 14

Star of *Robocod*, *Operation Starfish* and a host of fish puns. A hero amongst goldfish, a joke amongst games' reviewers. Unlikely to be shaken or stirred again.



31

Bubsy

Issue 20

Never really the cool cat that he thought he was. Bubsy, nevertheless, deserves a mention for his arrogance and cocky charm. For all his confidence and cocksure charm though, you have to say: 'Where are you now Bubsy, eh?'.



39

The Mask

Issue 47

Never lived up to his appearances in the film but the platformer was pretty good and his special moves rivalled the best.



35

Alfred Chicken

Issue 25

Quirky annoying chicken that had hardly any special moves but a very silly walk that impressed us all.



30



Kid Klown

Issue 39

Very cute and funny slapstick clown that has failed to return after his crazy chase. Shame, as this versatile and humourous little chap was worth another outing.

26

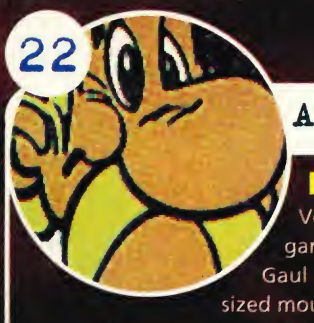


Roy Koopa

Issue 1

Included purely for his name. Each enemy in *Mario* had a castle and so Roy Koopa's castle was Roy's Castle. Always made us laugh. But obviously doesn't seem quite so funny now.

22



Asterix

Issue 20

Volatile little garlic-munching Gaul with an over-sized moustache.

Single-handedly defeats the Roman

Empire, but other than a knowing glance to camera he shows no emotion. Definitely the strong silent type.



29

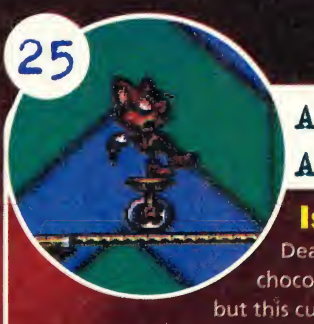


Super BC Kid

Issue 38

Strange big-headed kid from the land that time forgot and the SNES cart hardly anyone can remember. Kind of cute in an ugly sort of way and literally years ahead of his time.

25



Aero the Acrobat

Issue 24

Death-defying chocolate bar? No, but this cute bat ran away from the circus to join a videogame and although we've not seen him since his one outing made an impact on us all.



21



Bowser

Issue 1

The mean Dragon-like enemy of Mario is set to rise

to stardom once and for all this year when he gets a good rendering on the Nintendo Ultra 64.



28



Cannon Fodder blokes

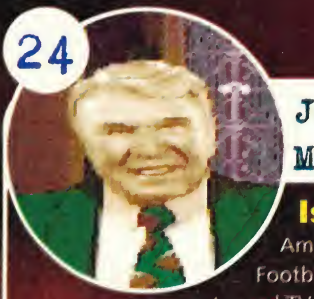
Issue 37

Like *Sensible Soccer*

players in uniform. Hundreds of the little guys just come back for more every time. Small, cute and either very brave or very stupid. A sequel is on the way.



24



John Madden

Issue 13

American Football coach turned TV commentator turned fat bloke at the start of his own American Football games. Included because we all feel a bit sorry for him (even though he's raking in millions).

21



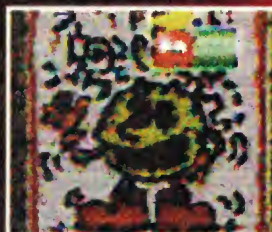
Pac Man

Issue 7

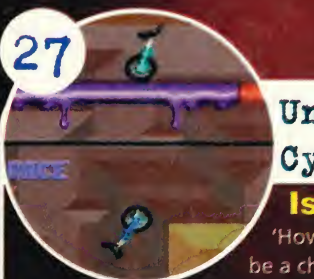
Still around after all these years, eats all day and never puts on weight. Even

attracted a girlfriend, but then dots and ghosts aren't that filling. Power pills should see him well into the future. Bit of

a one-dimensional character though. *Pacman* in the Next Generation? Maybe not.



27



Unirally Cycles

Issue 39

'How can a cycle be a character?' I hear you shout. You've obviously not played the game. Twisting, turning, somersaulting little one-wheelers that had a life of their own. We loved 'em.

23



Kirby

Issue 12

Sort of like *Pac Man* but more like an inflatable bin-bag with feet really. Literally sucks up his enemies and spits them out.

19



Bart Simpson

Issue 1

The games have never matched the popularity of the brilliant cartoon series, but we'd eat our shorts if this erudite bug-eyed school rebel didn't make the top 20.



18



Fox McCloud

Issue 16

Instantly recognisable this debonair flyer has somehow failed to do anything other than the two Starwing games. Seems to have crashed and burned, but the boys got cunning – expect a return soon.

17



Wario

Issue 1

First appeared in *Super Mario Land 2* on the Boy

but has since got his

own games. Like Mario but meaner and with funnier hats. Still one to watch for the future.



16



Cammy

Issue 31

Even the gorgeous Kylie couldn't convey the beauty of those matching blue eyes, boots and leotard. A slinky Brit-babe that kick-boxed her way to fame in *Super Street Fighter II*. We love her.



15



Diddy Kong

Issue 43

Like *Donkey Kong* only smaller he's the latest star of *Donkey Kong Country* and the latest member of the Kong family to grace the cover of TOTAL! The boy has a big future ahead of him.

14



Orchid

Issue 46

In the debate regarding pointy breasts and big round ones, we

know which way Orchid hangs. Exposes her chest as a fatality, imagine what she does when she's being nice. Sure to look even better on the Ultra 64.



13

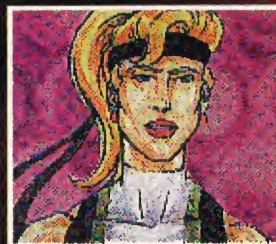


Sonya

Issue 21

Possibly the best-looking beat-'em-up character ever, she has appeared in all the MK games but was literally tied up for the whole of MK2. A modelling career

beckons if she ever stops making sequels, but we can't see this babe stopping.



12



Batman

Issue 1

Needs little introduction, the caped crusader is still going strong well after his appearance in issue 1 and he'll easily fit into the Next Generation of games.



11



Pop n' Twinbee

Issue 20

Two little ships that star in a cute-'em-up shoot-'em-up. Still in semi-retirement after their pastel pink sequels. The Japanese love these little fellas and so an outing on the Ultra 64 is a distinct possibility for these two.

10



Hebereke

Issue 37

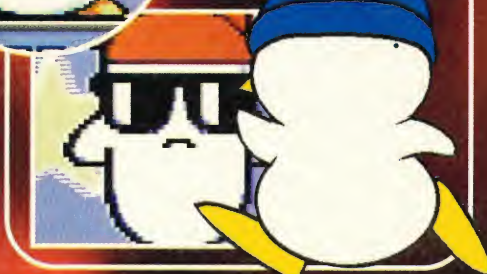
First appeared in TOTAL! issue 37

How famous? This cute little fella really made his name with his game *Popoon* and yelled his weigh into our hearts and onto our T-shirts with his war-cry of 'Dustin Hoffman'.

A bit of a looker? Cute, but hasn't got any eyes (so not much of a looker). Tough man or funny guy? Cute but only one catchphrase ('Dustin Hoffman').

Gets around a bit? The sequel was out recently and I'm sure his fame will grow.

What now? More games, more T-shirts, more covers, more Dustin Hoffman.



9



Mega Man

Issue 6

How famous? Better known in America than this country he has kept a low profile to anyone who doesn't play his games.

A bit of a looker?

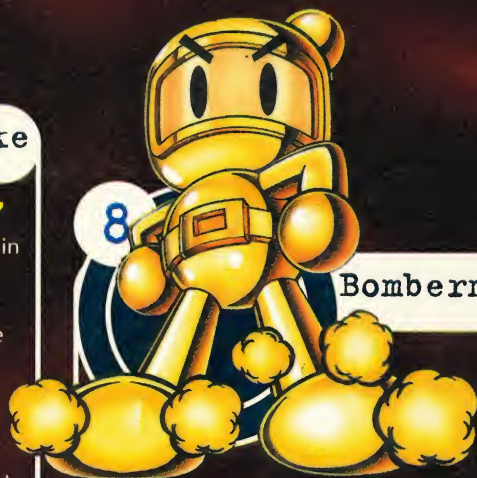
Looks fairly dashing in his blue battle suit but at the end of the day he still looks like a mouse.

Tough man or funny guy? Tough enough to survive plenty of sequels.

Gets around a bit? I think we're up to *Mega Man 7*.



8



Bomberman

Issue 19

How famous? One of the most instantly recognisable videogame characters there is.

A bit of a looker? Difficult to tell with that crash helmet on and we suspect it hides some hideous bomb-related scars.

Tough man or funny guy? His hobby is blowing things up and he's armed to the teeth with dangerous explosives.

Gets around a bit? *Bomberman 1*, *Super Bomberman 2* and *Bomberman 3*, plus *Dynablaster* and *Mega Bomberman* on other formats.

What now? He's gone into semi-retirement after his last outing but is no doubt just rebuilding his arsenal for another bombing spree.



7



Cool Spot

Issue 24

How famous?

Made a big splash on 7-up cans

until Fido Dido came along and dominated covers at the beginning of 1994.

A bit of a looker? Well cool. And very well liked. Shades and baseball boots plus loads of attitude.

Tough man or funny guy? A bit of a daredevil but does nothing more than throw shells and play with his Yo-yo. Too cool to try being funny.

Gets around a bit? Leaps and bounds everywhere but has yet to make a sequel on the SNES. What now? Clearasil adverts?

6



Link

Issue 2

How famous? Little known outside the

Nintendo world.

A bit of a looker? Slap my thighs if it's not a pantomime Robin Hood. Pixie boots, long hair and a mini-dress – he's a strange kind of hero.

Tough man or funny guy? Fair play to him, he may look like a small girl but he knows how to handle a sword.

Gets around a bit? Certainly does, have you seen the size of those world's? And there have been plenty of sequels as well. What now? *Zelda V* – Link goes back to sleep again?

5



Earthworm Jim

Issue 2

How famous? Only two games so far plus a

decent Game Boy version, but he has appeared on hundreds of covers.

A bit of a looker? Probably the best looking worm there's ever been. Well defined muscles, a cute little lycra number, piercing eyes and a sultry pout.

Tough man or funny guy? Hard as a nail and about the same shape. And he's got a gun as big as his head which he's not afraid to use. Launches cows as well.

Gets around a bit? The game's been on almost every format and Jimmer has appeared in his own TV show and toy range.

What now?



4



**Chun
Li**

**Issue
8**

How famous? After a few years in the business the girl's got a reputation.

A bit of a looker? Too right. Petite oriental girl with thighs to kill for (and be killed with).

Tough man or funny guy? The fastest and most agile of all the Street Fighters, her deadliest manoeuvre is the heel kick, which smacks people in the head.

Gets around a bit? Still going strong after numerous arcade and console appearances in the *Street Fighter* games. What now? If she doesn't make it onto the



Ultra 64 we'd be very surprised, other than that a career as a double for Mark Hughes' legs beckons.

3



Yoshi

**Issue
1**

How famous? A big gamer's favourite but hadn't really received the recognition he deserved until Yoshi's Island came along.

A bit of a looker? One of the cutest green dragon's you'll see in a game. Kinky red boots as well.

Tough man or funny guy?

Strong enough to carry various sprites on his back but more cute than anything, and funny in a slapstick way.

Gets around a bit?

Plenty of *Mario* titles under his belt as well as his own *Yoshi's Cookie*, *Safari* and now *Island*.

What now? *Yoshi's Island* should sell loads and then he's sure to team up with Mario again on the Ultra 64.



2



**Donkey
Kong**

Issue 5

How famous? Practically the first ever videogame

star he has made it from games and watches right up to the latest SNES release, *Donkey Kong Country*.

A bit of a looker? No. He's a gorilla. And a gorilla who wears flip-flops, a gold chain and a bandanna at that.

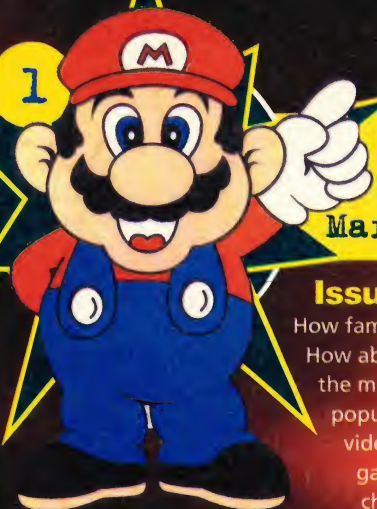
Tough man or funny guy? Well hard. Lobs barrels at you just for fun. He also single-handedly saved Christmas on the SNES in 1994.

Gets around a bit? He's been in more games than Sonic has had hot dinners and is still selling well.

What now? A certainty for an Ultra 64 outing at some point.



1



Mario

Issue 1

How famous? How about the most popular videogame character ever? Star

of the biggest selling videogame ever, *Super Mario Bros 3*, and more recognisable than the president of America.

A bit of a looker? Not really. With a dodgy moustache and prime-coloured dungarees and cap he looks very Village People-reject. More cart-horse than Italian Stallion (cart-get it?).

Tough man or funny guy? Killed Donkey Kong once so he's pretty tough, but distinctly short of one-liners.

Gets around a bit? You could say that:

Donkey Kong, *Super Mario Bros 1, 2 and 3*, *Super Mario Land*, *Mario World*, *Mario and Wario*, comics, bean tins, sandwich boxes, his own cartoon series – this is one plumber on 24-hour callout.

What now? Watch him take the Ultra 64, and the world, by storm.



1st

All the talk may be of 64-bit monster consoles and virtual worlds, but possibly the most successful games machine ever is still going strong, and shows little sign of giving up the ghost. The world of the 8-bit Game Boy is a wonderful one, and has squillions of games. Here are the finest 50 for your perusal.



the Top 50 Game Boy

50

Turtles: Fall of the Foot Clan

An ancient title indeed but one that still looks rather good today. Should be pretty cheap by now too so what are you waiting for?



Issue 1 - 91%

49

Golf

A bit off putting in that it's all rather Japanese graphically and seems on the surface a bit simplistic. But Nintendo made it one of the most playable golf games ever.



Issue 1 - 92%

46

Super Hunchback

All right, it's a bit basic by today's standards, but it still captures the crudely playable essence of the original *Hunchback* and adds lots of new elements as well.



Issue 7 - 90%

43

Dr Franken

The first game to feature a special technique to prevent the Game Boy's screen blurring when it scrolled. The graphics still look good and the gameplay is entertaining.



Issue 5 - 91%

48

Top Ranking Tennis

Pretend you're on the centre court at Wimbledon. And just to enhance the experience, sell yourself a punnet of strawberries for a tenner.



Issue 21 - 92%

45

Faceball 2000

A bizarre 3D maze game in which several players could link up and come face to face with the creepy grinning spheres that their mates controlled.



Issue 5 - 93%

42

Nemesis 2

It's not going to be remembered for eternity, but if you want a shining example of what a well-crafted scrolling shoot-'em-up should be, this is it.



Issue 12 - 93%

47

Tennis

The Game Boy's first tennis game, but even now it provides gameplay that many since could only dream of achieving.

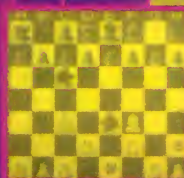


Issue 1 - 90%

44

The Chessmaster

Just a chess game, but not just any old chess game. Simple clear graphics made it a dream to use and the skill level of the computer player was astounding.



Issue 1 - 90%

41

Kirby's Pinball

Flipper, balls, mushrooms... all the usual stuff you'd find on a regular pinball table but with a load of nice Kirby badging all over it.



Issue 26 - 92%

P50 **Playboy** **M.E.S**

34

Rodland

Welcome to the land of rods. And what a cute, yet challenging test of your reflexes it is. Simple, but disturbingly compulsive.



Issue 19 - 90%

33

Battle Of Olympus

An old but competent RPG. It's not quite *Zelda*, but some nice storylines and decent graphics made it a worthwhile jaunt.



Issue 19 - 90%

32

Battletoads

A sort of *Turtles* rip-off but no less action packed and exciting for it. Doesn't look quite so good now, but all right if you can find a copy for a fiver.



Issue 19 - 90%

40

Return Of The Jedi

We've got an electronic mask in the office that makes you sound like Darth Vader. It's great, but not as good as this scrolling light-sabre-'em-up.

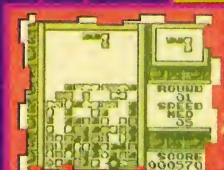


Issue 47 - 83%

37

Tetris 2

More weird old block falling antics, only this time it's been beefed up a bit. Still has all the classic elements of the superb original though.

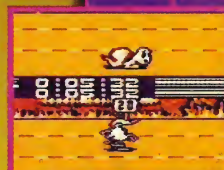


Issue 30 - 92%

31

Alien Olympics

Sadly the Game Boy version of *Track And Field* was crap. Hurrah then that this is much the same game and has been done rather well.



Issue 34 - 73%

39

Bill And Ted's Excellent Adventure

A sort of small scale platform puzzler. It was very odd, but the gameplay was totally gripping.



Issue 3 - 91%

36

Monster Max

Is the *Monster Max* cartoon still on TV? Dunno, but even if you're not into the character this still turned out to be a mighty challenge.



Issue 26 - 90%

30

Aladdin

Another Disney licence and it's the same old story. A bit flaccid the gameplay might be, but it's solid enough and the graphics are well-smart.



Issue 35 - 88%

38

Parasol Stars

Lunatic, cutesy, Japanesey platform action featuring those lovely Bub and Bob types who made Bubble Bobble such a thrillsome experience.



Issue 11 - 92%

35

Castlevania II

A top platform adventure featuring some top graphics, plenty of action and a hefty challenge. A smart continuation of the *Castlevania* series.



Issue 5 - 90%

29

Jungle Strike

If you're not familiar with the *Strike* series of games then you're obviously a bit odd so we're not going to talk to you. Classic strategic shooting action.



Issue 40 - 87%

24

The Jungle Book

A Disney licence that lacked a little in depth but never failed to woo you with its faultless animations and disturbingly jolly soundtrack.



Issue 28 - 90%

19

NHL Hockey

As good a version of the sport of *Ice Hockey* as you're ever likely to get on the little old Game Boy.



Issue 45 - 81%

28

Mario's Picross

The whole is greater than the sum of the parts. This is dreadful. But in one area, that of gameplay, it's one of the most engaging puzzle challenges you'll ever experience.



Issue 43 - 80%

23

The Smurfs

Don't laugh. It might not be a huge game, but we had another go at it and couldn't deny that there's something strangely addictive about the platform gameplay.



Issue 34 - 82%

18

Lemmings

Seemed a stupid idea at the time, but the programmers reduced the amount of *Lemmings* on screen, made them bigger, and somehow it all worked beautifully.



Issue 14 - 90%

27

PGA European Tour

Golf, but unlike *Nintendo Golf* this is a more realistic attempt to recreate the relative excitement of the game.



Issue 43 - 80%

22

Stargate

Don't laugh again. The film was pump. The console platform games were equally dire. But this puzzle game with the licence gratuitously slapped on was a real winner.



Issue 38 - 85%

17

Wario Blast

A puzzle game with *Wario* slapped on it just in case nobody liked it. Fortunately everyone did like it because it was ace.



Issue 39 - 91%

26

Soccer

What the title lacks in imagination the cart more than makes up for in gameplay. Slick soccer action for footy freaks.



Issue 35 - 87%

21

Ultima

It's an RPG so no real explanation necessary. Except to say it's not *Zelda* but it is rather good fun, if you like that sort of thing.



Issue 12 - 84%

16

Donkey Kong

It's a bit on the basic side but the nostalgia instantly kicks in and you're gripped. Crude, annoying at times, but still a classic.



Issue 32 - 92%

25

Jelly Boy

A platformer with lots of ingenious puzzles based around the shape-shifting talents of the game's hero. Very neat, if a little unspectacular.



Issue 34 - 90%

20

Mystic Quest

Another RPG and a lot of effort seems to have been put into making it a *Zelda*-like. A meaty challenge and some good plot-lines.



Issue 27 - 85%

15

Probotector II

We shouldn't admit to these things but we all enjoy the thought of wandering around, armed with a weapon destroying things willy-nilly. This gives you the opportunity to do so.



Issue 34 - 90%

14

Micro Machines

Not as good as the brilliant console versions, but it's a valiant attempt. Captures most of the magic of full-blown *Micro Machines*.

Issue 35 - 87%



9

Mortal Kombat 2

Corners had to be cut, obviously. But this is an amazing achievement on the Game Boy. Essentially it is the original game on a hand held. Brilliant.

Issue 33 - 92%



5

Earthworm Jim

When Dave Perry set out to create an 'original' platformer everyone laughed. Oh, how the other sides of their faces are chortling now. The game was chocka with hilarious comedy moments, with a twist to the gameplay on every level.

Issue 44 - 94%



13

Arcade Classics: Galaxians/Galaga

We tried to hate it. We tried to look and say 'It's simply far too old and dated.' But we couldn't. These basic, yet still supremely playable shoot-'em-ups have us hooked.

Issue 50 - 90%



8

Dynablaster

Bomberman on the Boy. And do we really need to tell you what a stunningly playable experience *Bomberman* games are? No, we don't.

Issue 2 - 93%



4

Killer Instinct

Oh, how we laughed when they suggested it. And then somehow they unbelievably managed to convert a game designed for the Ultra 64 onto the Game Boy and it was still a great beat-'em-up. Bizarre.

Issue 50 - 91%



12

Cool Spot

Not amazing when compared to more recent offerings, but this game delivered some very smart animation and the challenge was okay at the time too.

Issue 31 - 92%



7

Wario Land

Mario's vicious little opposite number gets his own game and what another triumph of superb platform design it is too.

Issue 28 - 92%



3

Donkey Kong Land

It's *Donkey Kong Country* for the Game Boy. The challenge is set just about right, the controls are responsive and the graphics are amazing. How they achieved it we'll never know, but thank God they did.

Issue 44 - 93%



11

FIFA '96

FIFA '95 was a turkey and cast doubt on whether FIFA would ever be any good on the Game Boy. FIFA '96 proved it was possible to do it and do it well.

Issue 49 - 84%



6

Mortal Kombat 3

Reviewed in this very issue. Tim certainly liked it. If you want to know more about this brilliant conversion, turn to page 64.

Issue 51 - 90%

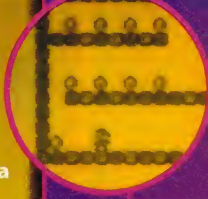


2

Super Mario Land

Not quite on the epic scale of the SNES *Mario* games, but all the basic elements are there. The levels are full of surprises and secret areas. And the gameplay is smoother than a baby's bottom. Superb.

Issue 1 - 94%



10

NBA Jam TE

The world's greatest basketball game suffered few flaws when it came to the Game Boy. But a pretty smart achievement nevertheless.

Issue 45 - 89%



1

Zelda IV

A massive challenge. Engaging characters. A plot that that draws you right in. And, of course, puzzles perfectly constructed. If you're into RPGs get it. If not, what the hell, get it anyway.

Issue 23 - 97%



PREVIEWS



Foiled again! Sword-fighting humour is thin on the ground I'm afraid.

Amidst all the buckles being swashed, extras from *Aladdin* seem to keep popping up. Weird or what?



CUT-TH



This is even scarier than getting a lift with Johnny in his Lotus.

I remember once playing an adventure game, way back in the days when I had just about mastered the art of speaking, called *Monkey Island*. The player took control of a young seafarer and had to escort him through a dangerous world of ancient mariners and 'Har-har me Hearty' types.

I mention this because as soon as Acclaim's *Cut-Throat Island* arrived in the office, all those memories from that bygone age came flooding back. And, although the two games are vastly different – oh, I don't know – exciting about these swash-buckling adventure games. Being a pirate has always been kind of appealing, shouting 'Shiver me timbers!' at the top of your voice, raiding galleons for gold and swigging from bottles of rum.



How romantic. Our hero looks out at his boat as a beautiful sunset occurs and dreams of his girl back in Blighty. And his wife in France. And his mistress in Spain.



Left: 'It's madness I say, it's got no sails and it'll never float'.



Back in port, the hero practices his technique by fighting his wife and kids.

PIRATE AT ISLAND

IT SAIL FOR JAMAICA



Another poor wretch is run through with the cold steel of my blade. Ha!

So, how is Acclaim's adventurer from the high seas shaping up? Well, to be honest, quite well. Although, not strictly an adventure game – it's more of a platform sword-'em-up, nevertheless, it looks as if it could be a bit of fun. Granted, it may be last month's *Separation Anxiety* with swords and frilly shirts but the whole thing feels like it's been given a little more care and attention to detail.

Learning to fight (and well, at that) is something the game takes very seriously. Sacrificing fancy menu options such as game configurations and sound tests, it instead goes for things such as swordplay and brawling. And the good thing is, you get a real sense of achievement when you pull off a new sword-

fighting action. Cries of 'Touché!' and 'Take that you evil dog!' were not uncommon in the office.

The game – based on a film, to be released in March, of the same name, starring Geena Davis – also offers a little more variety than the normal run-of-the-mill sideways scrolling dross. For example, there's a mine cart level where our heroine has to contend with loads of Captain Hook look-alikes whilst moving at a more than rapid pace along a rail line.

Unfortunately for those of you who find all this talk of sword slinging and pirates a quite monstrously mouth-watering prospect, you'll have to wait until next issue to find out what it's really like. Yep, we'll be grabbing some poor old one-legged wretch from the TOTAL! harbour, stealing all his pieces of eight and telling him that if he doesn't review the game we'll chain him to a flagpole, hoist the Jolly Roger and run through our entire repertoire of parrot jokes. And we wouldn't want that now, would we?

I will fight any man that laughs at my boots. Or at my shaggy perm.



FOR: SNES
FROM: ACCLAIM
CATEGORY:
PLATFORM BEAT-'EM-UP
PLAYERS: 1-2
DEVELOPER: SOFT.CREA
AVAILABLE: MARCH
97% COMPLETE

0 20 40 60 80 100



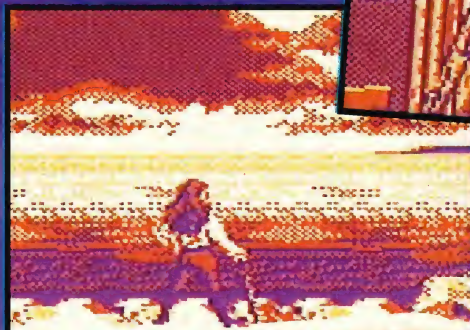
More cannons in this game than a camera shop. Or is that Canons?



The Morning Star is a ship not a tabloid by the way.



They don't like it up 'em Mr Mainwaring. The constant fighting drives you up the wall - quite literally.



CUT-THROAT ISLAND



'And I say it should be Southgate, he lacks experience but is more mobile than Adams...'

Well, what's there left to say? If you've read the SNES preview of *Cut-throat Island*, you'll already be pretty familiar with the format.

Thankfully, the Game Boy version of proceedings seems darn faithful to the Super Nintendo version except that the two-player option isn't, well, an option anymore.

Nevertheless, as a one-player game it still looks like it could pack a punch and, if we're being brutally honest, we haven't had a good platform beat-'em-up with pirates and runaway mine carts in ages, have we?

It's hard to try and differentiate between the SNES and Game Boy versions because although, for obvious reasons, the SNES version looks and sounds nicer, the two games are actually very similar. All the side-scrolling sword-stabbing levels are in there as well as the cart section so, to be frank, there's not a lot left to be said.

We'll be taking a more in-depth look when it comes in for review but, until then, all I can say is sit back and watch as the Jolly Roger is hoisted high above Cut-throat Bay (You've already done the 'Jolly Roger' routine, so do us all a favour and go away - Rob).



White trousers and a white shirt are just not practical for sailors. Does he know how difficult it is to get stains out?

FOR: GAME BOY
FROM: ACCLAIM
CATEGORY:
PLATFORM BEAT-'EM-UP
PLAYERS: 1
DEVELOPER: SOFT.CREA
AVAILABLE: MARCH
97% COMPLETE

0 20 40 60 80 100

TIPS

Special



The biggest platformers of the year deserve the biggest and best tips. Here is our exclusive guide to the big three.

Earthworm Jim 2



Donkey Kong 2



Yoshi's Island



DONKEY KONG COUNTRY



I've had to tip some big games in my time but never anything the size of this. It's even bigger than Josse's nose and that's huge, man!

GANGPLANK GALLEON



PIRATE PANIC

Start off by going right, drop down and go into the door on the left to find an extra life and a message from K Rool (1).



Later on there's a hole in the deck. Drop down into it and go right into the hull. When you are below the letter you will become transported to a secret bonus



level (2). Just before the end of the level you get a green balloon which is worth two extra lives and that's the first level completed (3).

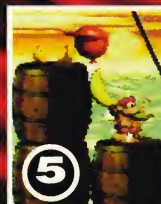


MAINBRACE MAYHEM

The beetles (1) need to be bounced on twice to kill them. Alternatively, hit 'em once and use them as ammo. After the half way point pick up the barrel and throw it up the ramp and follow it so it kills all the enemies in front of you (2). Go past the rigging until



you reach the letter N. Watch out for the pirate. Approach the N from the right and top (3). Get the cannonball and go left to get into the cannon and go to a secret level (4). At the end of the level jump from the rigging onto the finish target when the icon you want appears (5).



GANGPLANK GALLEY

When you enter the level there are loads of barrels to the left. Jump up them to get to the bonus level barrel (1). There's a hook you need to use to get the letter K (2). Use the next set of hooks to get the

DK barrel and get both characters because there's a star barrel high up and you need to throw your friend to reach it (3). Go across the hooks and barrels to get the letter O. Get past the blue guy to get the letter N. When you become invin-

cible run into the first blue guy and break the chest to get the letter G (4). Keep going fast and leap up the tall set of barrels while you're invincible and you'll get an extra life (5). Keep going up and you'll get a bonus level barrel (6).

IG ITRY 2



LOCKJAW'S LOCKER

There's an opportunity to go straight down into the water but you should ignore it (1). Instead, go up and right until you come to the letter K (2). When

you do the water suddenly rises so go with it in a generally rightward direction. Most of the sea creatures are a doddle but the piranhas are real gits. If they manage to lock onto you swim

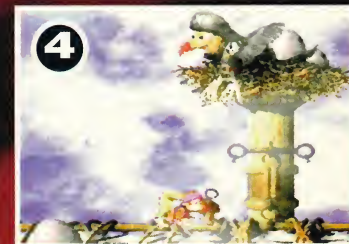
directly above and away and they'll zoom past you (3). Eventually you start heading left past a DK barrel (4) then ultimately right until you reach the end target.



TOPSAIL TROUBLE

Get straight on the snake (1). On the way up you'll see a hook, but ignore it because snakes can't swing on hooks (2). Instead, get to the far right and jump up onto the sloping mast. When you get to the far left there's a high platform and a hook (3). It's nearly impossible to jump up there with the

snake so it's easier to get off him at this point and continue on foot. When you come to a dragonfly with a box beneath it get the box but don't use it on the dragonfly (4). Instead use it on the wasp to the left and you'll get a coin (5). Be careful as you try to get past the remaining wasps and eventually you'll get to the exit.



KROW'S NEST

Krow isn't too hard to defeat to be honest. Make sure you stay to the left and wait for an egg to drop (1). Dodge under it then jump on top of it to stop it in its tracks (2). Krow will disappear then come towards you. As he does throw the egg at him (3). After a couple of

hits he gets a bit narked and starts shaking around dislodging eggs as he does (4). Many of them drop straight past the floor so keep dodging until one comes to rest on the mast then pick it up and throw it at the little bugger (5). A couple more hits and you'll be the victor.



CROCODILE CAULDRON



HOT HEAD HOP

Go right and use the chest against the rat to get letter K (1). Watch the guys who run around in the barrel. Jump on their heads, pick them up and use them against enemies (2). Keep going right, jumping across the crocs. Use the next chest against the next enemy and you'll get a banana coin (3). Keep going right and use the next chest as a weapon to get the cannonball (4). Go upwards to

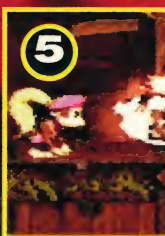
get letter O then go right carrying the cannonball until you reach the cannon. Jump into it to go to a secret level (5). When you exit there are some bananas in a Y shape. Get on the spider and use web platforms to go up and get the DK coin (6). Keep going right, get the letter N, get the G using both characters, go past the barrels and throw your mate up to get to the bonus level barrel. When you come back out go right and you'll come to the exit.



KANNON'S KLAIM

Jump up from the start to get the DK barrel. Go right, using Dixie, and jump towards the arrow of bananas. Do the helicopter move to float right to a bonus level barrel (1). When you come out go up and watch out for the guy with a cannon. Jump up into the barrel and when fired push left to go into the next barrel (2). When you get to the barrel with the wasp and dragonfly next to it, push towards the dragonfly, jump on its back then into the next barrel. It'll

send you around in a circle but you'll get coins and bananas (3). Push left past the wasp. Keep going up and past the restart point. Keep going and watch out for the vultures and you'll head left. When you get to the TNT barrel use it to kill the cannon firing pirate (4). You'll come to a point next to a Diddy barrel. Jump into it and it'll fire you in a circular route getting a letter in the process. Jump left past the wasp then up to the crate. Chuck it at the vultures to get the letter G (5). Go right and you'll come to the exit.



LAVA LAGOON

Go right but don't fall into the lava. When you get to the seal jump on its back. It'll spit in the lava and cool it down so you can swim in it (1). Swim right and down to get the coin (2). Go up and out onto the platform past the crocodile. Hit the seal and dive in. Go down to get the K then swim right. Go up and get into the barrel to get fired upwards - there's a secret tunnel on the left on the way up (3). Go left then down and left. Go up the first gap to get invincible. Go left then up to get a coin and quickly go up and out before the water turns to lava again. You'll now be at a restart barrel (4). Keep going left, into the

water. Go left then up, hit the next seal then up and to the left. Then up and right and keep going up and right on dry land where you'll find a barrel. Drop back left and throw it at the wall to find the secret entrance to a secret level (5). When you come out go right and the water drops right down. Drop down after it then go left into a tunnel. Hit the seal and dive in. Go right past the puffer fish, through the thin tunnel, get the letter G and go right. Hit the next seal, go up through the thin shaft then right and keep going right where you'll find a barrel in the air next to the end target. Jump into it and you'll be able to time your finish to get the icon (6).





RED HOT RIDE

Start off by getting the bananas and go up and right. Jump onto the balloon. When you're over a heat plume the balloon will rise and you can then push left and right (1). At the second balloon push right and let it sink down to get the letter K. Push right to the next plume and let it rise to the top then push right. Once you've got the rhino (it's much easier if you have him) you push right. The first set of wasps you can glide over. The second set you have to go under (2). Alternatively, just head for them and use the rhino to butt them. Keep going right, get the letter O. Keep going and when you're on the next

balloon rise up to get the coin. Keep going right and you'll come to a really wide gap. Keep pushing right and eventually some land will appear. Get off the rhino and go right to the restart barrel. Get on the next balloon next to the wasp. Stay above the heat plume and as the wasp goes down push right to go over him (3). Soon you'll reach two wasps with the letter N above them (4). The only way to get past is to sink beneath them so if you want that letter you'll need to bring something with you to throw at them. Jump onto the next balloon killing the rat and getting the TNT barrel. Push right and rise up the next heat plume. As you do that throw

the barrel to kill the bottom two wasps (5). Keep going right, past the platform and onto the next balloon. Jump off it onto the dragonfly and then onto the next balloon. Go past the wasp, onto the dragonfly, onto the next balloon, push immediately right, onto the next balloon and push right again. Dodge through the middle of the next two wasps then you reach three plumes of heat with wasps on top. Sink right down until you almost touch the lava then push right. You'll rise up a bit as you hit each plume but you should just scrap through under the wasps (6). Jump onto the next balloon and jump off to the finish target.



SQUAWK'S SHAFT

Go right, get the chest and kill the hook bloke to get the letter K. Go right into the barrel to go straight up. Go left then into the next barrel. Fire it diagonally up and left and up and right and up then straight up and push right to get onto the platform (1). At the Dixie barrel get

into it to get a load of coins and stuff (2). Keep negotiating the barrels until you reach the restart barrel. Keep going (the route is obvious). At the next start barrel fire your mate diagonally left and up into it to get whisked off to a bonus level (3). When you come out go right and up into the next barrel, up through

the wasps and keep going until you get to the parrot (4). The next section is tricky, but not too bad if you remember that you can fire at your enemies as well as dodging them (it's easy to forget in the heat of the moment). At the end target there's a barrel so get in it so you can get the token you want (5).



KLEEVER'S KILN

You start on a platform on the left and a hand with a sword in it comes out of the lava and starts chucking fireballs at you. Keep jumping over them until a cannonball appears then pick it up and throw it at the sword (1). Some hooks appear so use them to escape to the far right where you'll find another platform (2). Dodge the fireballs again and wait for the next cannonball. Repeat this process to get three hits on the sword. Now things get a bit hairy as the sword goes it alone and starts heading straight for you (3). Leap up and across using the hooks (do it fast 'cos the sword's a bugga). As soon as you hit the platform the cannonball appears so instantly throw it at the sword (4). A good tip is to play as Dixie because when you touch the cannonball she automatically flicks it up and behind her straight at the sword with her ponytail (5). Repeat until the nasty thing is defeated.

KREM QUAY

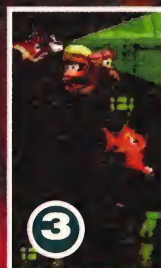


BARREL BAYOU

Go right until you get to a barrel which has a number on it which counts down (1). You have this long to rotate the barrel and fire it. Shoot straight up to get the first letter. At the next set of barrels get to the last one and fire it down and left to get the rhino (2). At the end of the next series of barrels fire up then push right to bounce off the wasp

and get the coin (3). Go right past a shirt then get into the moving barrel, aim it right and fire just before you're in line with the other barrel (4). Once you've ditched the rhino you'll come across two barrels facing away from each other. Get in the left one and when fired push right immediately to drag Kong over to the right barrel (5). When you get to the left/right moving barrel take care to

guide Diddy back into it each time you're fired (6). Next comes a bonus barrel with a nasty shirt next to it. Eventually it fires a wasp which blocks the barrel so before he does that get on your mate's back and fire up to the bonus level (7). After the bonus level keep going right until you reach the end. And that's that level completed.

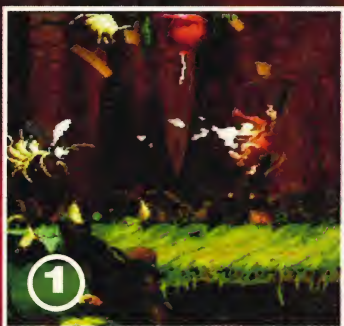


GLIMMER'S GALLEON

This is a very dark level and the only assistance you have is a small fish which lights your way (1). The route through the level is fairly obvious, it's marked by banana arrows (2), so we won't waste time on that. Basically, what you need to do is laboriously explore every inch of

the level to find the darkened routes to all the bonuses. We'll leave you to do that but there are a few enemies you need to watch out for. The Piranhas (3) are tricky because as soon as you get close they dart in your general direction. The trick is to quickly swim above and over them and they'll dart diagonally

behind you just missing you. The Puffer Fish (4) are also pretty tricky. Make sure that you keep your distance and they won't bother you. Get close though and they'll suddenly explode sending their spikes flying at you. Keep diagonally away from them and the spikes will miss you.

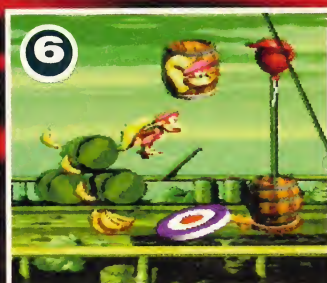


KROCKHEAD KLAMBER

There's a chest to the left blocked by wasps. Go right, kill the bloke and get the DK barrel. Go back left, kill the top wasp and jump over to get the chest and an extra life balloon (1). Go right until

you get to a barrel with a crocodile on it (2). There are lots of these and when you hit them the crocodile platforms appear in the water. They're only there for a limited time though so you've got to be very quick. When you reach the crocodile

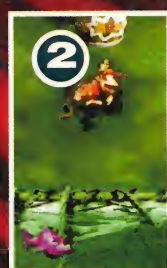
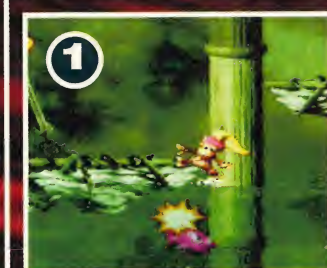
barrel that's above and to the right of the reed (3), you'll need use Dixie and just jump right from the top and helicopter into position. Use the reed at the end target to get the icon that you want (4).



RATTLE BATTLE

You play the snake on this level. When you get to the dragonfly jump on his back to get across the gap (1). Further on you'll get to a gap with a wasp. You can bounce on the wasps with the snake so when you see them, use them (2). When you get to the gap with the lizard man after it you'll see bananas down below (3). Drop down and go left to get fired to a secret level. Soon you come to a gap

with a bloke firing cannonballs at you. There's a wasp in the middle so as the cannonball passes the wasp jumps right onto the wasp then right onto the pirate (4). Eventually you come to a big gap with barrels firing above your head. Leap up onto a barrel then jump immediately right again to kill the pirate and get onto the higher deck (5). At the end of the level you turn back into Diddy so use the Dixie barrel to hit the end target (6).



SLIME CLIMB

This is a race against the rising water. If you fall in the water you'll find a piranha after you so if you fall quickly jump back out of the water (1). You'll come to a single rope going right but don't use it. Instead, go up to the mast

above and jump up into the star barrel which takes you further up a bit quicker (2). When you get to the firing pirate, jump onto his head from the rigging and get the invincibility (3). When you get to the rope going left, move fast because the water's rising and use the two drag-

onflies to jump left onto the next rope (4). When you get to the cannonball pick it up and jump and throw it left to kill the lizard. Repeat this as you go left until you reach the cannon which sends you to a bonus level (5). When you come back out you'll reach the end target.



BRAMBLE BLAST

This level is a git. It's surrounded by brambles and you have to get through using barrels. Practise is the only thing that'll get you through but here are the general directions you should take as it gets rather confusing. From the start head up and right to the set of barrels

and continue up and right. After the letter O go up and left then down and left. Keep heading left(ish). At the second major set of barrels head generally down and left and you'll get to a bonus level (1). When you come out head up and right. After the restart point and the DK barrel, head right then

up through a narrow gap where you can get an extra life (2). After this, head left past the platform. At the next set of barrels head generally up and right then at the next set head down and right. After the dragonfly you'll come to some more dragonflies. Push right to make the jumps then you come to the exit.



KUDGEL'S KONTEST

Kudgel has a big club and he jumps a lot. When he lands, if you're on the ground you are frozen with fear so you need to jump just before he lands (1).

Then run under him and wait. Jump before he lands and repeat. After the fourth landing he swipes so keep your distance (2). Then a TNT barrel appears so grab it and run under him, then as he

lands jump and throw it (3). After three hits he gets faster and his jumps get smaller so you need to dodge under him carefully (4). Repeat a similar process another three times and he's dead.

KRAZY KREMLAND

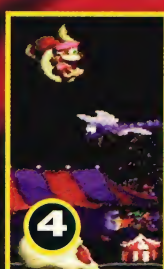


HORNET HOLE

As you go left you'll see a barrel with a wasp above it (1). Don't waste time trying to kill the wasp. Just shimmy up the sticky wall instead by pressing diagonally up and away from the wall, pressing jump and immediately pushing back towards the wall. You'll eventually head right to a set of hooks the first of

which has a wasp going left and right (2). Don't jump over the wasp. When it goes right jump onto the hook, then when it passes over you jump right off it. When you get to the DK barrel (3) you'll see a wasp going left and right by the wall you need to jump up. Get as close up to the wasp as you can then when he goes right quickly jump up past. Practise

this because you need to do it lots. As you go left you'll see a hook above you (4). You can carry on left but use the hook to go up over the top and get lots of bananas. When you reach the end target get right to the top of the sticky wall on the left (5). You can then jump onto the target when the bonus you want appears.



HORNET HOLE

As you go left you'll see a barrel with a wasp above it (1). Don't waste time trying to kill the wasp. Just shimmy up the sticky wall instead by pressing diagonally up and away from the wall, pressing jump and immediately pushing back towards the wall. You'll eventually head right to a set of hooks the first of

which has a wasp going left and right (2). Don't jump over the wasp. When it goes right jump onto the hook, then when it passes over you jump right off it. When you get to the DK barrel (3) you'll see a wasp going left and right by the wall you need to jump up. Get as close up to the wasp as you can then when he goes right quickly jump up past. Practise

this because you need to do it lots. As you go left you'll see a hook above you (4). You can carry on left but use the hook to go up over the top and get lots of bananas. When you reach the end target get right to the top of the sticky wall on the left (5). You can then jump onto the target when the bonus you want appears.



BRAMBLE SCRAMBLE

From the start you need to go left, but first jump over the brambles on the right into the barrel below (1). Fire out right and get the bonuses before using the barrel to get back to the start position again. Soon you go up a rope past a hook-handed lizard. There's a tight thorny gap to the right (2). Stay a bit below the lip of the gap and jump up through it or you'll hit the thorns. Directly above is an invincibility barrel. When you're on the parrot you'll come across two hornets (3). You can't shoot the red one so kill the yellow one, move above the red hornet into the gap and wait until it has passed before moving

on. You'll come to a circle of hornets (4) two of which are yellow. Kill the yellow ones then when the gap in the circle comes around move into the middle. Then when the gap is to the left exit the circle again. When you come to the area with the two coins in a really tight gap (5) it's worth carefully edging in to get them because by this stage in the game you'll need to buy a save game after every level. Eventually you'll go up a rope and find a horizontal rope (6). Cannonballs are being fired so when one has passed move right and jump up into the safe gap. Move right and jump into the next gap, and so on, until finally you get to the ball-firing pirate and kill him.





RIKETTY RACE

It's a race (1). There's really nothing to say about this one. Try to come first if you can, but you don't have to do so to move onto the next level. Basically though, get as close to the opponents as you can then jump onto them and over them.



MUDHOLE MARSH

When you come to the porcupine (1) that looks a bit like Sonic (sorry), lump onto him when you're beneath a bonus. He spins you around and fires you up. Don't hit him from the side though as you'll die. You come to a load of platforms in the water with chests on. Chuck 'em at the vultures to get the goodies but watch out because the vulture swoop at odd intervals and they'll get you (2). When you

come to the porcupine with the Bonus barrel above (3) either let him spin you up to it or simply jump on his head and up to the barrel. When you reach the cannonball (4) take it right to the cannon to get to a bonus level. Finally, when you reach the point where the dragonfly is miles away to the right (5) don't attempt to instantly jump, you won't make it. Wait and you'll see that barrels come flying across so jump on them to reach the dragonfly.



RAMBI RUMBLE

Another circle of hornets (1). This time you can't kill them so just wait for the gap and jump into the middle to get the DK barrel. Again when the gap reaches the lot jump back out again. Soon you'll

reach a sticky wall and below is a coin and a wasp (2). If you're brave (or desperate) drop down onto the coin and immediately stick to the wall before you hit the wasp. Otherwise continue straight up. Eventually you come to a

small room with a rhino barrel in it (3). Turn into the rhino and exit right to the final section of the level. Take care and this section is a doddle. The rhino is so hard it would be hard not to complete the level.



KING ZING STING

The wasp goes right to left descending and ascending through the level. Carefully track him around and attempt to fire at the stinger on his tail (1). After you've hit it twice he turns red and starts firing spikes in eight directions (2). It happens three times so carefully avoid them. He calms down again and you need to hit his stinger twice more. Then three more spike attack. Hit his stinger

twice more and he turns into a small wasp surrounded by four others (3). Very quickly shoot the surrounding ones. If you're too slow the surrounding ones regenerate. Finally shoot the little central guy twice (4) and he'll buzz off.

That's it, I'm off to sleep for a month at least before bringing you the second half of the game in next month's tip-packed issue. Turn the page and Rob will help you through the equally hard platforms of Yoshi's Island. It's a dirty job and we've got to do it. I just hope you appreciate us for it!

SOLUTION: PART 1

YOSHI'S ISLAND

WORLD 1



Once you've shot the cloud and made the platform raise upwards, walk to the furthest point left and a bonus will appear containing time-stars.



About three screens or so into the level nail the two triffid-like, man-eating flowers to gain access to the bonus-filled pipe.



After you've climbed the beanstalk turn left to reveal a bonus cloud and the first of the game's many coin-on-a-balloon-type-arrangements.



For extra red and gold rings, re-enter the aforementioned bonus-filled pipe level as many times as you feel necessary or as often as amuses you.



Move very slowly, watch for shadows and if the ground below you turns black, get out of the way of the big, fat, flying bullet things.



When you fall down the shaft, you'll automatically leave a coin behind. To collect it, activate the pink, spotted box and pop back up into the shaft.



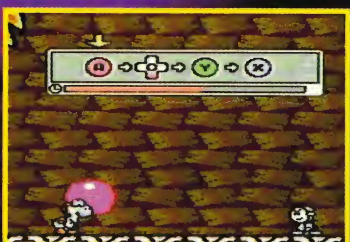
At the top of the tunnel system you'll find a morphing helicopter, change into it as many times as it takes to collect all floating bonuses.



The final flower is only accessible with the use of the helicopter. Stay high and when you see this block, raise into it slowly, but firmly from below.



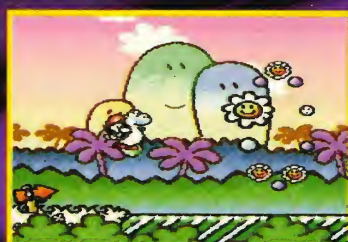
After you come to the third boulder, two balloons appear. One contains a key. Grab the key and travel back three screens to the locked door.



Inside the locked room you'll find a balloon-throwing sub-game. Simply press the buttons indicated as quickly as you can.



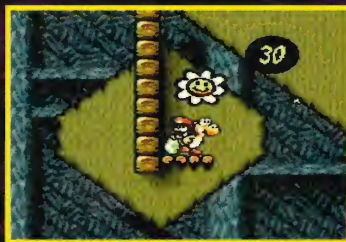
To access the last of the flowers and coins you have to jump up from the boulder while it's on the move. Do so and 100% can now be yours.



To secure a bonus level at the end of a level (you need a full compliment of flowers) press the button when the bottom-right flower is highlighted.



To skip directly to the end of the first section without encountering any of the baddies, blast the kink in the ceiling and run right.



Once the left-hand side of the first see-saw you come across reaches its peak, jump up to reveal a hidden platform and bonus flower.



The first mid-level boss. The safest place to stand is in the dip in the stones so that when he leaps around there's no danger of being crushed.



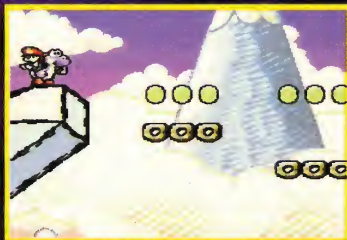
As soon as you've shunted him past the halfway point, move closer to the centre to collect more ammo and blast him four more times.



To avoid the doughnuts from dropping, keep on the move, shifting from left to right the whole time. That way they'll keep intact.



Take the cycle-platforms to the ends to collect the flower. To do this, jump later than usual to avoid jumping through the above platform.



Wait until the screen has scrolled to the right before jumping onto the doughnut platforms. It gives you longer to access the encased flower.



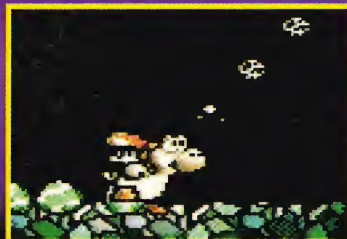
Right before you reach the end stay on the doughnut as long as possible to collect each of the coins as each doughnut falls away.



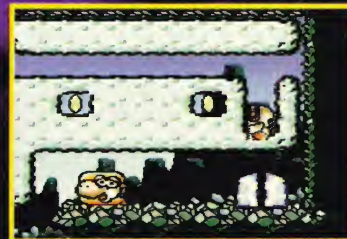
Don't waste time, or ammo, firing at the baddies on stilts coming towards you. Either leap on their heads or over them, firing from behind.



On the first bouncer you come to, take it all the way up and as far right as you can. This will uncover a hidden bonus cloud.



When in the bonus tube, shoot the floating bouncer when it's as far right as it can go. Now you can collect all coins and reach the platform in one go.



When you are in the digger, go to the top right-hand corner of the mine to uncover the elusive red coin which prevents you from attaining 100%.



Rather than trying to avoid the fluffy hallucinogenic clouds, plough right into them to enjoy the funniest section in the game.



Don't stop there, carry on with your 'touch fuzzy, get dizzy' shenanigans until your sides split uncontrollably all over the floor.



And do it again, this is one of the easiest levels in the game so you might as well enjoy yourself. Check out the sounds, or alternatively...



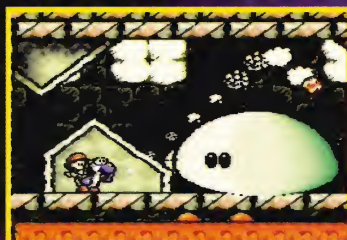
... stick on some rave tunes and stare at the screen for a very long time. The effect is the same as that had by most teenagers every Friday night.



To remain on the spinning barrel simply bash away at your jump button like a mad man. Or at least as quickly as you can.



Stay on the platform by jumping above the spitting fish to reveal a room filled with a save point, two red coins and some stars.



Here comes the first boss. Hit the giant blob and immediately scoff as many of his off-spring as you can possibly stomach.



Don't go anywhere near the right-hand side of the screen. One touch of the red and it's curtains to the level.



WORLD 2



In the first bonus tube, pick up the star, run up into the main chamber and float through the coins. Pick up another star and repeat until you have them all.



In the second screen of the level carefully negotiate your way up collecting all the coins. There's a bonus cloud at the top to the left of the flower.



After you've shot the flower, step onto the stone on the right and float down. This enables you to access the four red coins suspended in the air.



Just before the end of the level, the last two falling blocks give you access to the raised platform which contains a flower. Be quick.



In the second section of the level, you'll find a load of 'vanishing tunnel' platforms. The top-right one contains a hidden flower.



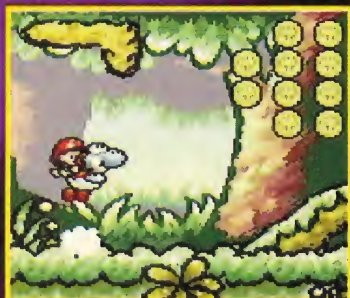
Shoot the flower to reveal the digger. Go in and collect all the coins. The best method is to travel high and drop into the coins.



In the last section, go down twice and keep heading right. In the corner you'll find a 1up bonus cloud. Fun for all the family.



When you're in the U-bend in the last straight of the tunnel, kill the flower and drop down to uncover a hidden bonus-room.



The very first orange blocks that you come to contain a bonus 40 coin cloud. Make sure you have at least two eggs as it's temporary.



Fire two shots into the top-right corner of the first solid block in the level to reveal some very handy bonus time-stars.



In the bottom left section of the tunnel you'll find a large room full of all sorts of goodies. Hoot left and high for a special stage button.



In the same room, at the same height you'll find two bonus clouds in the centre and on the right. Climb up high for a flower.



After the second section of the castle there's a short pipe. Above that pipe lies an invisible bonus cloud. Shoot it twice.



Shoot the tarnished block in the ceiling, jump up and travel left to gain access to the door visible in the previous section.



As long as you're facing this cowardly ghost you're safe, but turn around and he'll attack. Bounce eggs off the walls to hit...



... him, but if he gets too close, turn to face him and run over to the other side. Be patient though, it takes five hits to kill him.





After the first wooden seesaw, drop down onto the ground and fire an egg into the right-hand corner to get a bonus cloud.



Shoot the block above the halfway marker and climb the flower. Now dive-bomb the post on the left for a secret-level button.



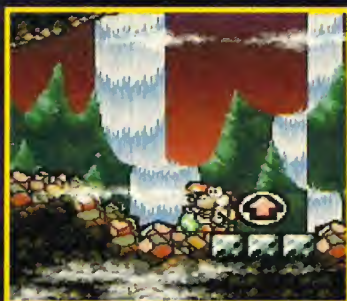
Next up, shoot the bricks, shoot the base and push the chest to safeguard before dive-bombing. Only a bit to go and you've finished the level.



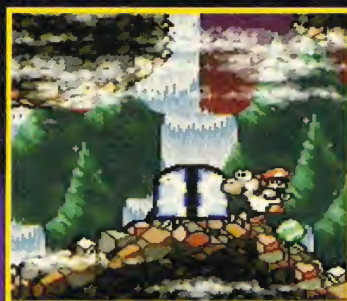
At the very end of the level, make sure you avoid the exit-ring and jump on the floating cloud to collect the last bonus cloud.



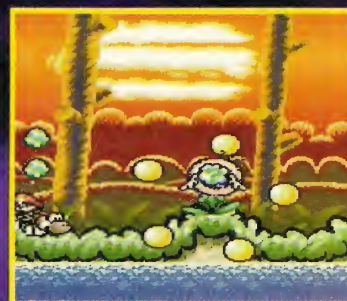
Shoot the bonus cloud to the left and a key appears which will be more than a bit handy later in the level. Don't forget you've got it.



At the very beginning of the cave whatever you do don't miss the bouncer floating at the top. Shoot it to gain access to the room above.



To uncover the elusive last flower of the level, shoot a couple of eggs at the door. The flower appears behind it. Hurrah!



Towards the end of the level, dive-bomb the yellow flower and after it has shot its load, walk up to it for a bonus cloud.



At the beginning of the level, there is a button hidden below the bouncer. Press it to uncover a massive 16 coins on the left.



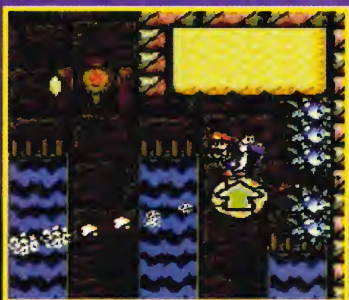
Directly above the higher level of aforementioned coins, jump up to find a coin-filled bonus cloud. Get coined right up!



In the final section of the level, morph into the helicopter to find all the bonuses you can. Repeat until they're all yours.



The bonuses that aren't accessible by helicopter can quite easily be cleared up, thanks to this more than handy little car.



Direct the floating barrel by taking small jumps to rotate the arrow. There are two bonus-clouds behind the right-hand spikes.



There's another very useful bonus-cloud directly above the top right platform. But be very careful dropping down afterwards.



You can either push the plant pot off the right-hand edge in intervals while avoiding the boss' missiles or alternatively you could...



... get yourself tooled right up with six eggs and fire them in quick succession at the pots before reloading once.



WORLD 3



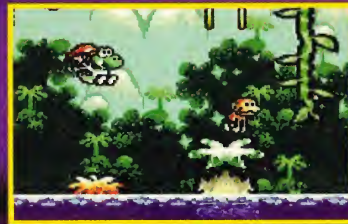
After you have reached the halfway marker slide down the hill and attempt to dive-bomb the left of the water and hold left...



... under water. You should, hopefully, be able to travel beneath the slop until you arrive at a set of three platforms.



Jump up onto the second platform and bounce up into the trees to uncover a hidden 1up. Loads of bouncy action. Not bad!



If you die later in the level, be sure to repeat the process so as not to lose any lives. Very handy indeed my young gaming chums.



Halfway through the level, you'll find there is no halfway marker, there's a hidden switch leading to a bonus level.



The key is a giveaway in this level, but the door is a mystery - until now. It's over the red cycle platform to the left and in the trees.



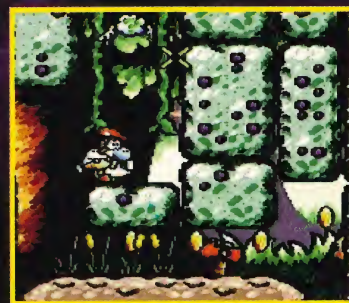
Once you're inside the bonus stage, make sure that you take full advantage of the dog to collect those difficult to reach coins.



If this is your first time playing, now is a good time to go right back to the first couple of levels so you can stock up on lives.



Shoot the odd purple monster to stun him for just long enough to collect all the coins around him. You gotta be quick though.



This bonus cloud contains a door to a bonus level. Inside you'll find all manner of goodies, you lucky little swines you.



Morph into the submarine and head right, but don't tear through like a madman looking for the exit. Take your time and...



... collect all the coins. It takes about four goes, but as you have nothing to lose - just do it. Listen to us, we know about these things.



In the very first section of the level, shoot all the spikes on the right to uncover a hidden door to a bonus room.



As before in the previous level, morph into the submarine, chill out a bit and take your time collecting all the groovy stuff.

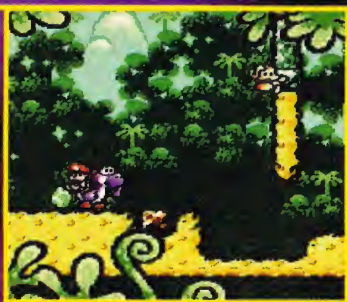


This rather red mid-level boss is all about rhythm, not him himself, but the method used to nail him. Jump left and right...

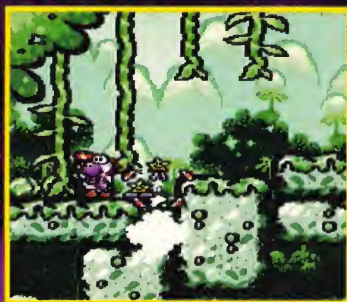


... to avoid the acid drop, eat the baddies immediately as they drop and shoot the tonsils ten times. Doesn't sound very appetising, does it?

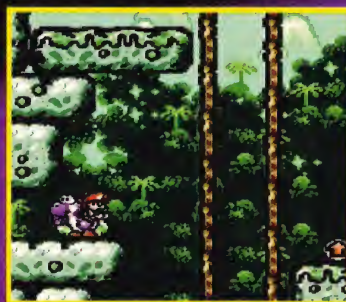




This is the most treacherous level yet. Be selective with your shootage as the floor can disappear as well as the baddies.



You need to be alert because just after the halfway marker, an invisible bonus cloud lurks between these two stones – crafty beggar.



Directly beneath and to the left of the entrance to section three lies the entrance to a bonus level. Now that's not difficult, is it?



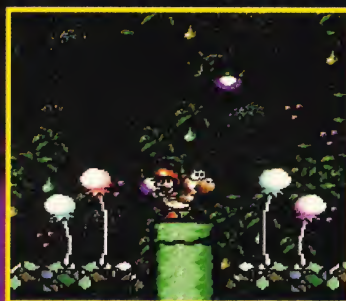
Once inside, shoot an egg or two directly at the arrow. Pretty obvious, but we wouldn't want you to miss all the goodies.



If you enter the cave section by the traditional lower route you won't be able to get out the other end again. Instead, just before...



... the regular entrance, leap upwards from tree to tree to locate a coin-filled passage which leads to the all important key.



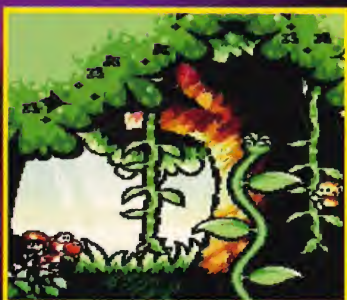
At the bottom-right corner of the cave, go down the pipe and enter the coin-filled room. There're loads of 'em in there! Not bad!



Just above the door that leads you out of the cave, there's a hidden button. Press it to create stairs leading to a bonus room.



Near the end of the first section, shoot the cloud between the two stones to gain access to a bonus room on the left.



Halfway through the second section, shoot the cloud above the water and climb the flower that grows to find a hidden room.



In the second half of the second section, you must jump on all the monkeys because one of them is hiding a bonus cloud.



The lethal and curiously attractive fish in the third section simply cannot be defeated. So the best thing to do is to jump over it quickly.



Load yourself up with a full complement of eggs and when the ghost fires at you let him have them all in quick succession.



The end-of-level boss is a hideous man eater. Forget its head – it's a decoy. Whenever it moves, jump and then hover for a...



... bit until it settles. Make sure you avoid the bombs until they drop and then eat them while avoiding the plant's tentacles.



Now shoot towards the wall, downward at a quite shallow angle to rebound onto the sucka! Three hits and he's a gonna. And so are we. Bye.



EARTH WORM JIM TIPS



The bravest, the strongest, the most heroic and, if you've seen the introduction to this game, definitely the most gullible super hero of all time. Still, he ain't short of a bob or two. Two videogames, comic books, a smash hit TV series and a potential movie. Yep, if you're a bit short it's got to be worth tapping him for a loan. Not bad for something that doesn't even have a backbone. Cor.

A bit of a hole in the tree and look what's inside it. Collect all these icons to get your passcodes.

100%

If there seem to be a lot of these ammo icons lying around it means you're probably going to need them so collect them all.

START UP



Don't use your bigger weapons on the early levels, save them for the tough guys later on.



See that thing hanging over his head, shoot it and it'll fall on his head allowing you to pass.



Sacrifice anything to hit these whenever you see them.



This little piggie definitely didn't go to market. If it did it wouldn't weigh so much 'cos they would have taken the sausages out.





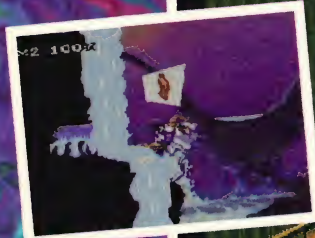
Who needs a clear path when you can just make one of your own. Just be quick as this level is against the clock.



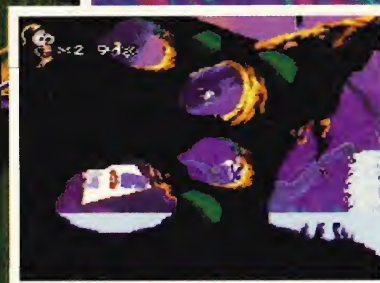
Up and right for the bonus game. The reward will be big guns.



The giant light bulb is the way into the bonus game.



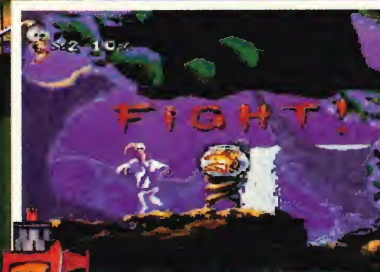
The waterfalls reveal another bonus icon.



Another icon. Remember to find them all or else.



Two pigs will weigh the platform down.



Actually you don't have to, you win automatically.

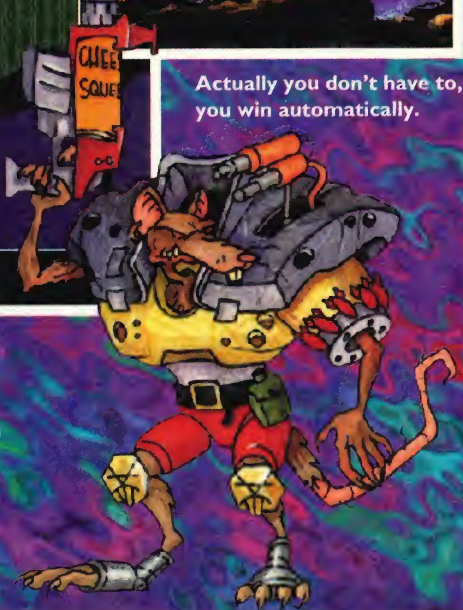


There is no easy way to do puppy bouncing section. Just practice and take care.

PUPPY



Accelerate here to avoid the falling granny. Then slam on the brakes straight away.



LORENZO'S OIL

Shoot the mud above the flame to make it fall down, extinguishing the flame, and let tou pass.



You can jump and use the snot swing to get to the harder to get to places.



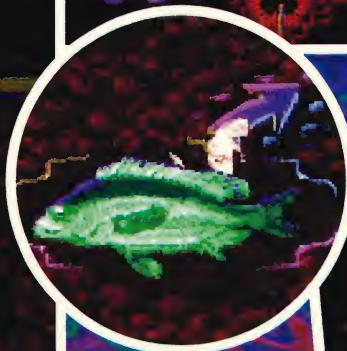
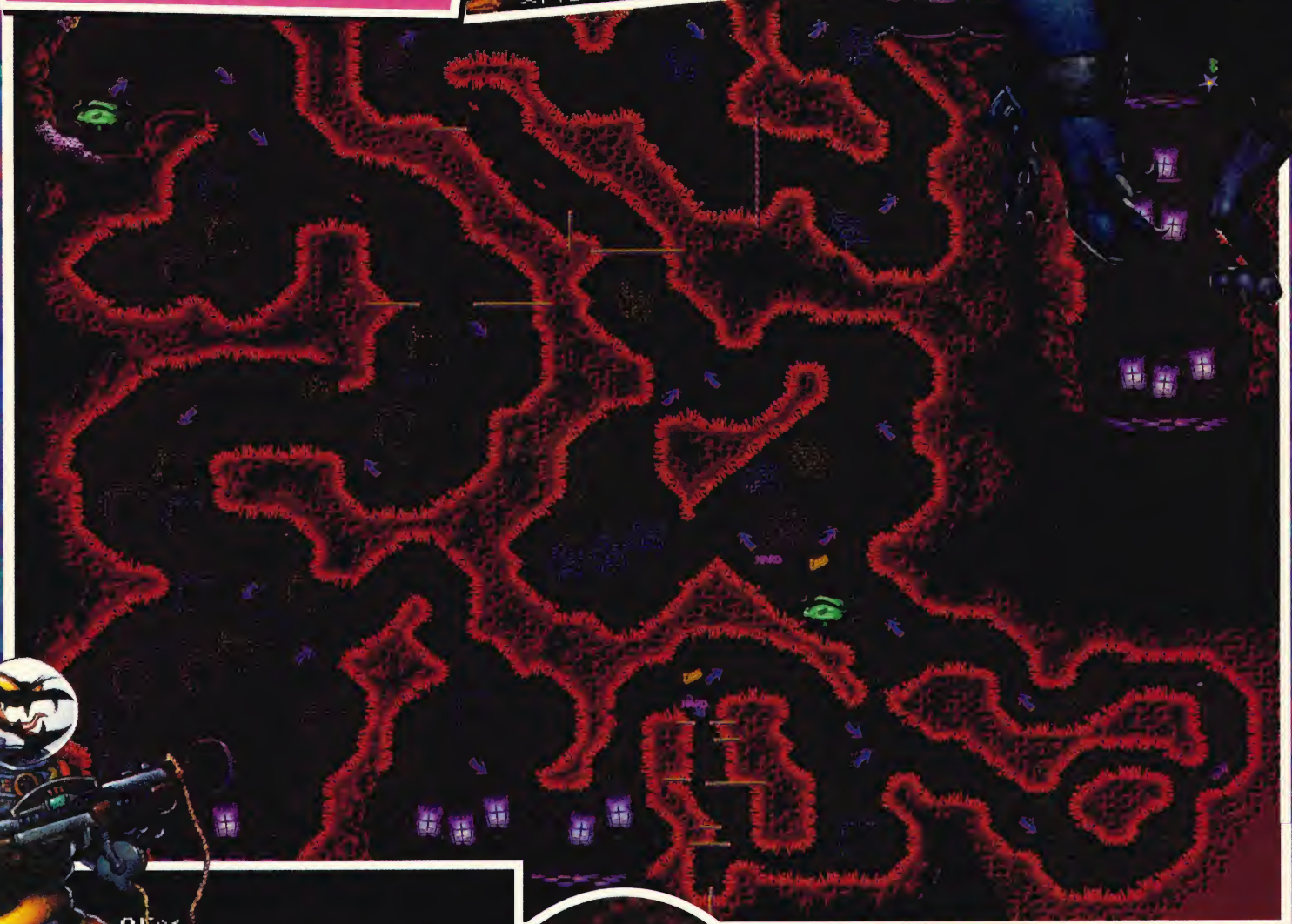


There are two bonus icons on this level. Look for them on the map down there.

The best way to master this section is to keep trapping the button to keep steady. Then blast from a distance.



SALAMANDER



Okay then, the first few levels out of the way. Next month, we'll finish it.

There are no wrong answers to the quiz show at the end of this stage but the crazy ones tend to be worth going for.



WIN WIN WIN

WIN A VIDEO GAMES CONSOLE MACHINE
OF YOUR CHOICE AND A PORTABLE TV

0891 715 123

Simply call, and answer the following question:
Which company makes the PlayStation?

WIN VIDEO GAMES OF YOUR CHOICE
10 Games MUST BE WON

0891 715 122

Simply call, and answer the following question:
What was the name of Batman's sidekick?

Calls cost 39p per minute cheap rate and 49p per minute at all other times.
The maximum cost of the call will be under £3.
GRQ Communications Limited, PO Box 13501, Linlithgow EH49 6YA

New Generation Consoles

Tel: 0113 230 6007

OPEN: Monday-Saturday 11am-7pm, Sunday 12pm-6pm

☆☆☆ ATTENTION!! NOW IN STOCK:

US SNES

Breath of Fire 2 (RPG)
Chrono Trigger (RPG)
Civilisation (RPG)
Cutthroat Island
Donkey Kong 2
Doom
Earth Bound (RPG)
Earthworm Jim 2
Final Fantasy 3 (RPG)
Final Fight 3
Killer Instinct
Mega Man X 3
MK3
Secret of Evermore (RPG)
Yoshi's Island

PLAYSTATION IMPORTS

Assault Rigs
Dark Stalkers
Defcon 5
Descent
Destruction Derby
Doom
FIFA 96
Horned Owl
In The Hunt
Kings Fields (RPG)
Krazy Ivan
Namco Museum Volume 2
Revolution X
Ridge Racer Revolution
Road Rash
Romance 3 Kingdom IV (RPG)
Street Fighter Alpha
Tekken 2
Toshinden 2
Viewpoint
Wipeout
X-Men

SATURN IMPORTS

Creature Shock
Dark Stalkers
F1 Live
FIFA 96
Guardian Heroes
Hang On 95
Mortal Kombat 2
Mortal Kombat 3
Mysteria
Sega Rally
Street Fighter Alpha
Toshinden
Virtua Cop
Virtua Fighter 2
X-Men

Best deals on
part exchange

Lots of back-catalogue games
in stock on all systems

NEW RELEASES COMING ON ALL SYSTEMS DAILY - RING FOR DETAILS

Overseas & trade orders welcome. Mailing to over 20 countries

UK, Japanese, & US PlayStations now in stock - Ultra 64 coming soon! Converters now in stock for PlayStation & Saturn

We are first with all imports. We lead - others follow

WE ARE THE UK'S RPG SPECIALISTS - CALL FOR DETAILS

NUMBER ONE

FOR MAIL ORDER & SERVICE - CALLERS WELCOME

Tel: 0113 230 6007 • Fax: 0113 230 6305

3 The Parade • Stonegate Rd • Leeds • LS6 4HZ

 DOOM 47.99	 FIFA 96 36.99	 ISS DELUXE 43.99	 KILLER INSTINCT 44.99	 MORTAL KOMBAT 3 49.99
------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------

 DONKEY COUNTRY 2 49.99	 MARIO ALL STARS 24.99	 SECRET OF MANA 28.99	 EARTHWORM JIM 2 42.99	 SUPER BOMBERMAN 17.99
------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------

SUPER NES Games

Top sellers at reduced prices
Special Reserve Top 40
are carefully selected titles
from our entire range.

BARKLEY SHUT UP AND JAM 29.99
BATMAN FOREVER 47.99
BATMAN RETURNS 19.99
BEAVIS AND BUTT-HEAD 37.99
BIKER MICE FROM MARS 42.99
BIKER MICE FROM MARS 20.99
BRUTAL 29.99
BUSSY 15.99
CANNON FODDER 37.99
CIRCUIT USA 36.99
CYBERNATOR 19.99
DEMOLITION MAN 39.99
DONKEY KONG COUNTRY 50.99
DONKEY KONG COUNTRY 2 49.99

DOOM 47.99

EARTHWORM JIM 2 42.99

FIFA INT'L SOCCER 96 36.99

FIFA SOCCER 31.99

ILLUSION OF TIME 26.99
INT'L SUPERSTAR SOCCER
DELUXE VERSION 43.99
INT'L SUPERSTAR SOCCER 34.99
JOHN MADDEN 96 41.99
JOHN MADDEN NFL 93 12.99
JUNGLE STRIKE 36.99
KICK OFF 3 29.99
KILLER INSTINCT 44.99
MARIO ALL STARS 24.99
MEGA MAN X 33.99
MICKEY MANIA 19.99
MORTAL KOMBAT 2 39.99
MORTAL KOMBAT 3 49.99
NBA LIVE 96 39.99
NFL QUARTERBACK CLUB 39.99
NHL 95 ICE HOCKEY 37.99
NHL ICE HOCKEY 96 40.99
PGA TOUR GOLF 19.99
PGA TOUR GOLF 96 40.99
POWERDRIVE 37.99
PRIMAL RAGE 44.99
RISE OF THE ROBOTS 39.99
SECRET OF MANA 28.99

STAR TREK - DEEP SPACE 9 39.99
STREET RACER 24.99
STUNT RACE FX 27.49
SUPER BOMBERMAN (FOUR PLAYER GAME) 17.99
SUPER BOMBERMAN 2 22.99
SUPER BOMBERMAN 3 38.99
SUPER INT'L CRICKET 34.99
SUPER MARIO KART 33.99
SUPER METROID 20.99
SUPER PUNCH OUT 25.99
THE DEATH AND RETURN
OF SUPERMAN 39.99
THEME PARK 36.99
TINY TOON ADVENTURES -
BUSTER BUSTS LOOSE 19.99
UNIRALLY 24.99
WARO'S WOODS 26.99
WATERWORLD 39.99
WEAPON LORD 43.99
WORLD LEAGUE BASKETBALL 9.99
WORLD MASTERS GOLF 39.99
WORMS 36.99
X KALIBRE 29.99
YOSHI'S ISLAND 49.99
ZELDA 3 - LINK TO THE PAST 19.99

WHEN YOU JOIN:

Buy any item at the
same time as joining or
renewing for one year
and we'll give you

GUYVER 1

Animated Action
MANGA VIDEO
(VHS tape, Rated 15)

OR

SUPERMODEL

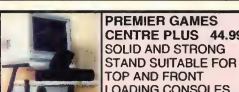
KELLY

Top quality laminated
MOUSE MAT

ABSOLUTELY

FREE

Just state your choice as you order.
Overseas members add £2 carriage. Existing
member can renew early to take advantage of
these offers. All offers subject to stock



UNIQUE NOKIA 14"

COLOUR TELEVISION

• GERMAN MADE
• REMOTE CONTROL
• SQUARE TINTED TUBE
• HEADPHONE SOCKET
• SCART INPUT
NOKIA 14" SCART TV 164.99
NOKIA 14" NICAM FASTTEXT TV 214.99
NICAM DIGITAL STEREO

HEAVY discounts HUGE range

10am to 8pm Daily

01279 600204

Fax 01279 726842

(we'll fax back to confirm)

Regular Competitions

Great Prizes to be Won

See the Club Magazine

www.
reserve.co.uk
The Special Reserve
Discount Club

FREE FAST DELIVERY ON SATURNS & PLAYSTATIONS

SEGA SATURN £309.99
WITH ONE GAME CD
AND ONE CONTROLLER
JUST £289.99
WITH A DEMO CD,
ONE CONTROLLER
AND FREE EXTRA
CONTROLLER
WORTH £29.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES

UK £6.00 EC £8.00 WORLD £10.00

Each issue includes £15 of new XS Savers. Members are under no obligation.

All prices include VAT and carriage to most UK mainland addresses.

Overseas orders must be paid by credit card

Hardware items (battery or mains) are only supplied to the UK mainland

Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please)

Name & Address

Postcode

Phone No Machine

Enter membership number (if applicable) or

NEW MEMBERSHIP FEE (ANNUAL UK £6.00)

item

item

item

Please use this box to add any optional fast delivery charge

1st Class Post 50p per posted item or £3 hardware

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Creditcard/Switch/Visa

CREDIT CARD

EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Mail Order address. Cheques payable to:

SPECIAL RESERVE

P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability.

Prices may change without prior notification. Sent to press 12.01.96 E & O.E.

SAVE = Saving off full retail price. Inter-Medias Ltd, The Maltings, Sawbridgeworth, Herts

GAMEBOYS FROM JUST £44.99
ALL GAMEBOYS COME WITH BATTERIES
COLOUR CODED GAMEBOYS

GAMEBOY - BLACK 44.99
GAMEBOY - CLEAR 44.99
GAMEBOY - YELLOW 44.99

GAMEBOY PLUS TETRIS,
BATTERIES AND FREE CARRY CASE 49.99
INCLUDES FREE MULTI-COMPARTMENT BLACK
PADDED CARRY CASE, SUITABLE FOR
GAMEBOY, CAMERAS ETC.

NINTENDO PAD	PHASE 9 ADAPTOR	LIGHT GUN	PROPAP	SUPER ADVANTAGE SAITEK MEGAPAD
ENERGISER PROGRAM PAD 17.99	FIGHTER STICK SN JOYSTICK 24.99	FREEWHEEL STEERING WHEEL 19.99	LIGHT GUN (FOR PLAYER 2)	LOGIC 3 SPEEDPAD SN 9.99
LOGIC 3 SPRINT PAD 9.99	WITH DUAL SPEED AUTO FIRE 9.99	PROPAP FOR SNES 12.99	NINTENDO CONTROL PAD 16.99	PHASE 9 MULTI PLAYER ADAPTOR FOR SNES 4 PLAYER GAMES 14.99
QUICKJOY SN PROGRAM JOYSTICK PROGRAMMABLE WITH AUTO FIRE AND SLOW MOTION 19.99	SAITEK MEGAPAD 6 13.99	SUPER ADVANTAGE JOYSTICK 20.99	DUST COVER FOR SUPER NES 3.99	SCART LEAD - SNES TO TV 14.99

Out Now!



PlayStation



Ultra 64

**Europe's
Best-Selling
Next Gen Mag**

Ultimate

Exclusives!

Future Games

Sega

New 64-bit console

Virtua Sonic

PlayStation

First Reviews!

Street Fighter Zero

Toshinden 2

Plus!

3DO

Dragon Lore

Jaguar

Defender 2000

PC

Terminator: Future Shock

K2

First shots!

All the characters

All the moves...

**We
save
your life**

16 pages crammed with all the Next
Gen tips and cheats you'll ever need.

PlayStation, Saturn, 3DO, Jag, PC...

Issue sixteen – March



3DO ■ JAGUAR ■ PC CD ROM ■ 3DO M2 ■ NEO GEO CD ■ ARCADE ■ 32X ■ CD-i ■ JAGUAR CD



Revolution X is a great game, but you have to ask yourself "Do I really want to save Aerosmith?" They're a bunch of grandads. Now if we were in a band, we'd be in...

Robbie

...Take That. I could be the next Robbie. I can't sing, I can't play an instrument and I'm fairly short - I'd be perfect. I've even got my own leather thong. It would be so great, until then all I'll do each night is pray...



Tim

I'd love to be in Ace Of Base. You can't beat a bit of reggae, especially Swedish reggae in my opinion. It's like Bob Marley meets Abba. Frankly, I saw the sign and it opened up my mind.



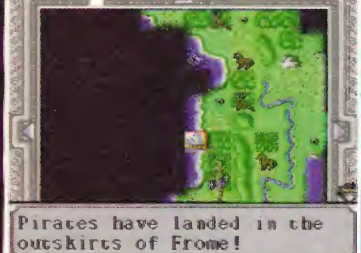
Andy

I'd be in Oasis, I think of the Britpop bands their Beatles-influenced style of rock would suit me better than Blur's foppish art-school pretentiousness. Sorry, I'm meant to be thick, aren't I? Oh, I'd be in Boyzone then.

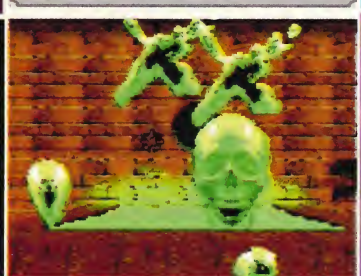


The TOTAL! Review Crew

Super NES



Civilization



Revolution X



Breath Of Fire 2

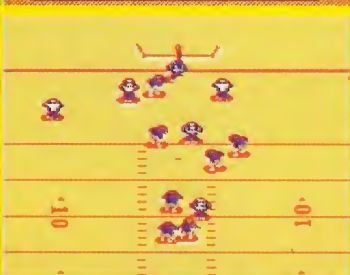
Game Boy



MK3



Big Hurt Baseball



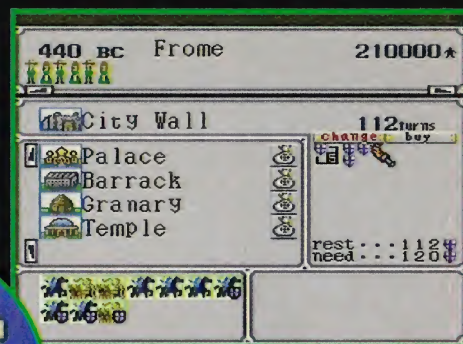
Quarterback Club '96

REVIEWS



Above: These are my two cities. The top one is the oldest city and has 600,000 people in it. That's why I've got soldiers surrounding it. You just can't trust these ruddy foreigners, see.

Right: Frome is thriving.
Below: Her hair is probably thriving as well. With nits. I told her to go and have a bath but she wouldn't. Dirty woman.



Above: This is where you start to construct the features of your city. I'm waiting for a City Wall, now.



TOTAL!
SNES REVIEW

CIVILIZATION



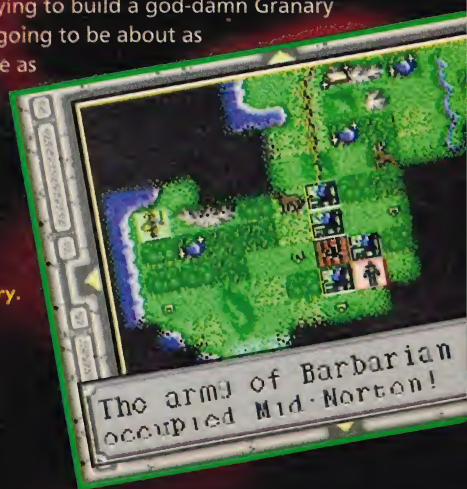
PLAYERS: 1
FROM: KOEI
PRICE: £65 US
IMPORT
RELEASE: MARCH

'Building up empires, surviving flash floods, going to war. It's all in a day's work for Tim.'

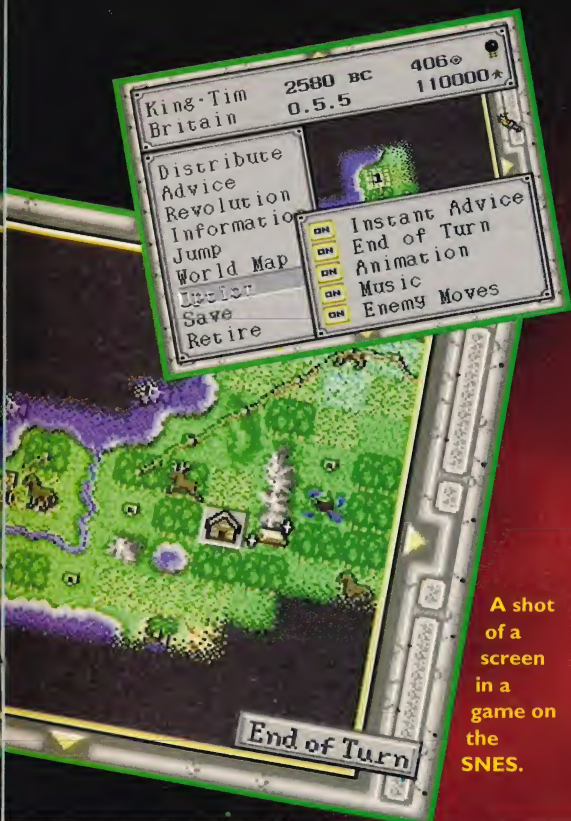
The thing is, well, it all sounds just a little bit boring, doesn't it? Building up your own civilization. It sounds like the sort of thing that insomniacs stay up all night doing.

And considering that SNES owners have been force fed with a steady diet of beat-'em-ups, shoot-'em-ups, kick-'em-ups, help-me-ups and up-'n'-ups, many of which have been pretty good and, more importantly, pretty exciting, sitting down and spending donkey's years trying to build a god-damn Granary Hold is going to be about as welcome as

Yeah?
I'd like to see them try.



The army of Barbarian occupied Mid-Norton!



Build roads, man! Build roads! Yep, the Romans had the right idea and if you've got half a brain you'll follow suit. Helps you to travel about, it does.



ANDY SAYS...

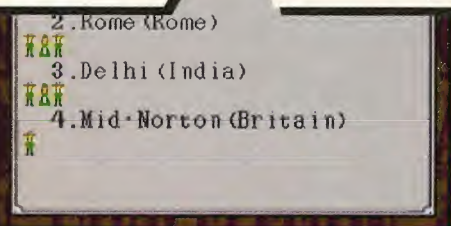
It's good to see games like this on the SNES because we are generally over run by platformers and the such like when occasionally it's just nice to sit down and use your brain. Very great indeed, make no mistake.



A shot of a screen in a game on the SNES.



CIVILIZATION



a rather serious dose of the bubonic plague, isn't it?

Well, I'll admit it does sound that way. But, the fact is, that as soon as you start the game you begin to realise exactly why it sold 600,000 copies on the PC. And, moreover, what you also start to wonder is why the hell we don't get more of this type of game.

Civilization is, quite honestly, one of the games of the year so far.

The thing that immediately strikes you is the

incredible amount of detail in the game. Every possible scenario has been accounted for.

CIVILS
Massive,
engrossing,
brilliant

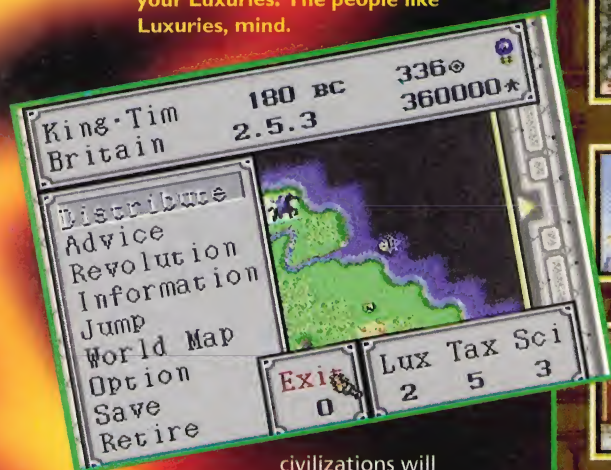


The first screen gives you the option to develop the environment around which your civilization will be built. You can have it cold, moderate or warm. You can have more water than land, an equal amount of each, or more land than water. You have to then decide how many

Left: Choose the age of your planet. Be warned though you don't want it to be too old, too young or too in the middle.



Distribute means you can decide how to split your Taxes, your Sciences and your Luxuries. The people like Luxuries, mind.



civilizations will

develop alongside your own. It's probably better to go for three, which is the least. It's okay choosing seven until they decide to go to war with you. When you're an experienced pro it won't matter as much but if you've just put the cart into your SNES for the first time, it's probably better to go for three.

The player starts off with a small piece of land surrounded by blackness. The reason for



I'm off. Time to move on, I think on my little horse.

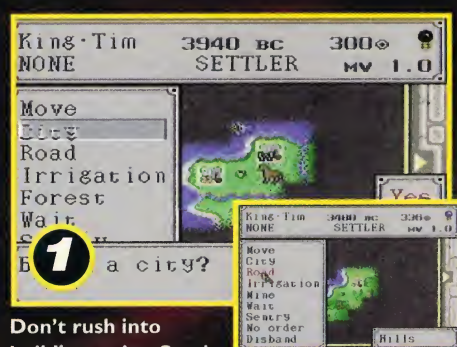
this is that the green patch is all the land you own. In the world. Ever. And the blackness is undiscovered land. You will gradually produce Settlers, men who can be sent out to discover new land.

However, before this, you've got to develop a population. And this is where *Civilization* is so clever. Everything you do has

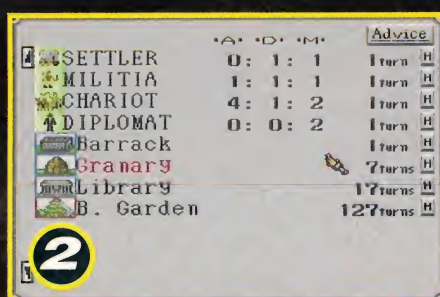
a purpose. So, if you start off with 10,000 people, you can only start to expand the numbers and help them survive if you give them places to store the food they produce, like a Granary. As

Parklife

Okay, so the play area looks like your local park but as someone on *Casualty* once said, 'I'm afraid it's much more serious than that, Doctor'. So, here's a few helpful hints about getting started...



Don't rush into building a city. Send out your Settlers, and get them to build roads. It'll make travelling between locations a heck of a lot easier. They'll tell you when they find a suitable location.



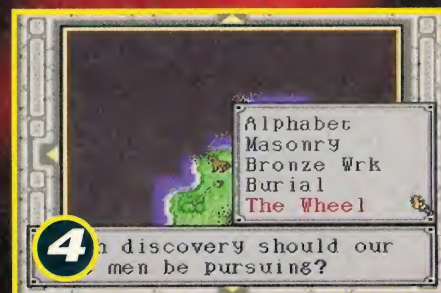
Once the city's up and running make sure you build a Granary and irrigate the damn thing or else it'll get all clogged up. When that's done get hold of some decent soldier types and dot them round your city. That way, if some flaming foreigners decide to run rampage on your beloved development you'll be able to fight them off. Once your people know a bit about the wheel you'll be able to access Chariots which are the best things to stick around your city's borders. Then you can send your foot soldiers off in search of pastures new.



Build a barrack for your soldiers, I should. Then send out some more Settlers. The faster you find locations, the faster your civilization will develop. And the faster your civilization develops, the faster you become all powerful. Like Rob is with *TOTAL*!



War might be fun but it sure as hell ain't beneficial to your cities. So try and make peace settlements, will you? I know it sounds boring but it saves the destruction of places like Mid Norton. More often than not the foreigners attack your biggest cities.



Finally, get your scientists working as quickly as possible because it helps your empire develop. The Wheel's quite an important discovery. As is basic reading and writing. And laws. And masonry. And Monarchy. Oh, they're all important, okay?

ROB SAYS...

I liked *Civilization* and, I agree, it's good to see games like this on the SNES but, if I'm being totally honest, I found it all a bit slow. It takes a very long time to set everything up and the game itself is very sluggish. Sorry.

Ha! I duffed up that Barbarian and stole all his cash. That's what you do when you're King.

the populace prove that they're a pretty smart self-contained unit, outsiders will move in, babies will be produced and the number of people in the settlement will rise, which in turn brings a new set of problems.

What you also need to consider is the possibility of some foreign power wanting a bit of a battle. So, you have to develop your army, give them barracks to stay in and then position them in and around the settlement (which will become a city as the population gets greater).

Buildings such as a granary and a set of barracks can be bought outright or constructed over a period of 'turns'. As your city gets bigger, you have more to look after and each time you finish with one thing you are presented with an End of Turn option.

After you've done this 30 times – which doesn't

DRIVELS
Well, there aren't any actually

take as long as it sounds – a barrack will have been constructed. Everything is produced in turns, from Soldiers to Diplomats.

As you get further into the game, you'll have to contend with things such as revolutions, natural disasters and disease and your scientists will help your civilization progress by teaching the people about discoveries such as the wheel and reading and writing. You can also trade with fellow settlers and make peace settlements and install nuclear power and... well, frankly, there's just far too much to tell and not enough space.

To be quite honest, I feel like I'm cheating you all a little bit. There is so much more I would like to chat about because I've probably only mentioned about 10% of the game but the only way you'll find out more is by buying the game.

And, believe me, it's worth buying. It really is.

TIM

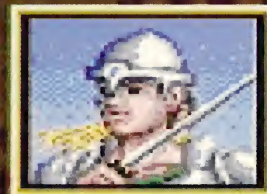
T!

King-Tim
NONE

60 AD
LEGION

210
MV 1.0

Barbarian leader captured!
100 ransom paid



GRAPHICS

Not great but, then again, this game doesn't need top graphics to make it work.

7

SOUNDS

The sound effects are pretty average but the main tune is quite groovy.

8

GAMEPLAY

Unbelievably good. A simple concept executed quite brilliantly.

9

LIFESPAN

So vast a game and so totally engrossing that it could easily last for years.

9

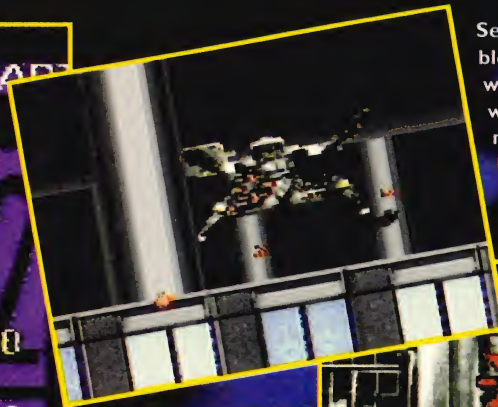
TOTAL IMPRESSION

'The best game I've played on the SNES in ages. A truly wonderful game.'

TOTAL SCORE

92

Look at all those lovely ladies and gents. Smiling their little faces off, they are. Mind you, they have got me as a King.



See all that blood? That's what happens when you mess with me buddy boy.

This level looks a bit bland, doesn't it? And that's because it is. Unfortunately, a fair few levels look like this. Still, it's better than an all black screen, isn't it? Well, actually...



God knows what that's supposed to be but it looks like Jeremy Paxman.



REVOLUT

PLAYERS:
1-2
FROM:
ACCLAIM
PRICE:
TBA
RELEASE:
MARCH



'Tim raids HMV trying to find out who Aerosmith are and then pretends they're his favourite band.'

One of the things I've always wanted to do, along with winning the lottery and playing for Arsenal, is to be given the opportunity to save

Aerosmith – that's a rock group, by the way – from a violent society that seems hell bent on seeing to their demise. I mean, haven't you?

So, now I've got the chance with Acclaim's newie. Well, in actual fact, it's not new. It's been sitting in the corner of your local arcade for the past year at least so if, like me, you were too busy playing *Eurochamp* or *Mortal Kombat* then this Super NES version is really quite timely.

The plot is threadbare – which isn't unusual for a game of this type – but is, nonetheless, a pleasant diversion from Acclaim's post-Christmas superhero overdose.

Basically, music has been



Aerosmith? Nah. Here's some much better ideas for band games.

Take That!

The player would take control of either Gary, Mark, Jason or Howard and work their way through a treacherous environment known only as The Smash Hits Poll Winners Party. The ultimate aim of the game is to rid the world of the despicable traitor Robbie, but you would also have to contend with other foes including Boyzone and East 17. Extra points would also be gained by killing off Andi Peters.



Country Heist

Taking control of any of the Blur members the idea of the game would be to go to the Brit Awards and steal loads of trophies. The band would have to deal with the brothers Gallagher who are armed with deadly copies of *Roll With It* and Liam would also feature as an end-of-level nasty who could only be destroyed by tossing poison tipped *Country House* singles at his eyebrows. Blur would have a secret weapon though, Phil Daniels, who would appear at will to throw buns at the enemy.





After me
then lads.
Agadoo-doo...



ROB SAYS...

I remember playing this when it was in the arcades so seeing such a faithful conversion on the SNES is great. But Tim has a valid point about its lifespan as a one-player game. Perhaps one to have a think about it before you buy.



ION X



TOTAL!
SNES REVIEW

You see that man there? He's hop, skip and jumping. He's also an idiot.

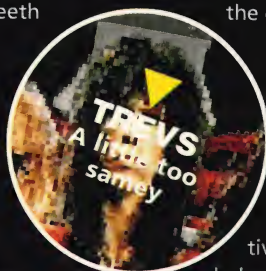


it may sound, they are actually rather essential and show that, in the world of tomorrow, you'll finally be given an excuse to toss your Mariah Carey CDs away.

The sound is excellent with heavy guitar and gunfiring noises working in unison and the diversity in levels is great. At one point it seems as if you are going to be thrown into a *Doom* scenario but, unfortunately, the darkened corridors are only a pre-level stage which you can't play. It would have perhaps benefited from something like this as a variation on the side scrolling that makes up a large proportion of the game.

outlawed and an organisation called the New Order have assigned themselves the task of world domination. Poor old Aerosmith have tried – oh, how they've tried – to play concerts but as soon as Joe Perry tries strumming his geetar, thousands of what look like *WWF* rejects burst onto the scene, armed to the back teeth with guns, knives and peashooters, ready to make darn sure he and his Aerosmith mates never play a C chord again. What this all boils down to, of course, is a shoot-'em-up in the T2 mould, where you must rid the screen of nasties with the aid of a gunsight.

Your armoury is strange to say the least. Not only are you armed with the normal rank and file bullets but you can also unleash lethal compact discs that will destroy anything from windows to armoured tanks. Unlikely as



The graphics aren't exceptional but don't need to be for a game such as this and the only foreseeable problem could be in the longevity of the cart. As a two-player game it is good entertainment – if a little repetitive – so if you can get a mate to go halves then it's worth considering. But as a one-player game, you'd best leave it. It's not as fun for a start and, although the game is fair as regards lives, it becomes very hard very quickly. **TIM**

GRAPHICS

Nothing very special unless you're into mediocre graphics, of course.

7

SOUNDS

The gunfire and cries of the dying are good but the tunes are what stand out.

8

GAMEPLAY

Easy to pick up although some parts feel a little ragged.

8

LIFESPAN

If you haven't got any friends don't even think about buying it.

6

TOTAL! JUDGEMENT

'A very good arcade conversion but one you should think carefully about before buying.'

TOTAL!
SCORE

80



PLAYERS: 1
FROM: CAPCOM
PRICE: £65
RELEASE: JAP
IMPORT OUT NOW

**'Tim understands BOF2
 No, really, he does...'**

The first BOF was a dreadful affair. It had the sort of 'dropping off' potential doctors have been trying to harness for years. Indeed, if BOF was a sleeping pill, it would have been top shelf stuff. Prescription only. One and you're gone sort of thing. So, it was with no small

Don't worry, I will. As long as you try your best.

Landlord
 --Anyway,
 You must do your best!

BREATH OF FIRE

ANDY SAYS...

I'm a bit good at RPG's, even if I do say so myself, so I really enjoyed BOF2. It's challenging, detailed and huge, so you definitely feel you're getting your money's worth. Still, not as good as Zelda III though.

amount of trepidation that I approached the follow up. My worst fears immediately came true. Just a couple screens in and already my inventory looked like the Longmans Guide to Algebraic Ratios. With such things as 'HexadST', 'SuedeAR' and 'RangerCL' common place, it was GCSE chemistry all over again.

Traumatized, all I could wonder was what was going to turn up next? A steaming great pile of fractions? A smattering of Pythagoras theorem? A whimsy of pie? A not insubstantial slice of trigonometry? Well, as it turned out, none of these because BOF2, unlike its predecessor, turns out to be a pretty sound game.

The player takes control of Ryu, the last generation of the Dragon Clan, who one day decides that he'd like to partake in a spot of heroics. The despicable evils of the corrupt Saint Eva church have spread darkness across the land and Ryu - I'll spare you the *Street Fighter II* gags - seems to think he can do something about it.

Of course, all this is just a nice little cover up for a bit of RPG shenanigans. The player must work his way through a beautifully drawn isometric environment, moving from town to town, interacting with different characters and surroundings and destroying foes in typical



Here we have Ryu just outside of Truro.



And here is Ryu just outside of the Welsh borderlands.



Hasn't Ryu got a nice posture?



RPG fashion with a mixture of sword 'n' slash and magic potions.

Each time you are faced with a nasty - more often than not, you will only encounter them as you move between towns - you must decide the best way to dispatch of them. Often you will have to mix and match things that you have collected or bought such as potions and armour but the actual fighting scenarios should be pretty familiar to anyone who has played this type of game in the past. Suffice it to say, that points are deducted and gained depending on how successful you are in ridding the screen of the monster.

The truth of the matter is that BOF2 isn't going to have mass appeal. It takes a long time to get into and for those uninitiated in the field of stats-based RPG's



No, actually mate. I think you're the duh! Ever tried...

...speaking proper English? Idiot. God, I'm so hard.

'Well, duh! The fight is a show where fighters gather in Coliseum'

Parlez Vous Anglaise?

BOF2 might be a good game but I'll be damned if I can understand what its characters are blabbering on about.

Man in Town: 'It's almost guaranteed that a girl who enters a fight will be tough so I'm already her fan'. Best reply: 'Of course you are, mate, of course you are. You see that hospital on the hill? It's ever so nice. Shall we go there? They'll give you a lovely new white coat and everything'.

Old Woman in Town: 'I'm on holiday in my daughter'. What to shout back: 'Yes, so am I dear, so am I. I tell you what, if we go and get your pension, we'll nip down to the travel agents and buy a one way ticket to Newcastle. See, you won't have any problem with English up there because they don't speak it either'.

BOF2 can be bought in shops.



the home of

BOF2

quite a lot of it will seem like double Dutch (you just have to look at your inventory to realise that). It is also a very patient game and requires a good deal of looking, taking note and looking again.

The play area, though, is excellent and offers real scope for exploration and violent scuffles are kept to a minimum so that much of the time you need to use your brain rather than your brawn. Overall, however, it is a product that RPG freshman should probably steer clear of. **TIM**



Look at those lovely graphics. Very nice.

GRAPHICS

A truly wonderful isometric environment with plenty of colour and detail.

9

SOUNDS

Pleasant tunes that come with the option to switch off.

8

GAMEPLAY

Difficult to call. Fine for RPG professionals but pretty hard for first timers.

7

LIFESPAN

It's challenging but parts of the game lack interest and are a little confusing at times.

7

TOTAL! JUDGEMENT

'Breath Of Fire itself is great but its appeal certainly won't be massive. For the unfamiliar, *Zelda III* is a better alternative.'

TOTAL! SCORE

86

SFX

Leonard Nimoy speaks in The SFX Interview

"I am Spock!"

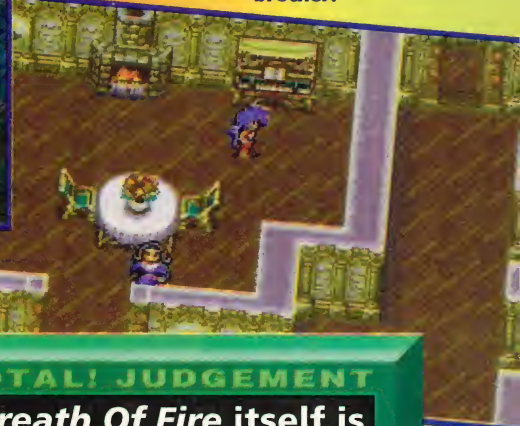
PLUS! RALPH FIENNES IN *STRANGE DAYS*, *THE X-FILES*, *THE AVENGERS*! LINDA THORSON AND *THE TIME TUNNEL*...

Future Films, TV, Books, Comics, Video, Models and more...



Right to left: Ryu, Anneka Rice, Judith Chalmers and Jeremy Paxman.

Ryu is appearing on *Emmerdale* this week as Amos Brearley's long lost brother.



Sindel lets off a vocal blast. Just looks like a bad case of verbal diarrhoea to me.



PLAYERS: 1
FROM: ACCLAIM
PRICE: £29.99
RELEASE: MARCH

'Tim's going to review MK3. Not the Third Division clash between Hereford and Barnet. Okay?'

It's hard to imagine a month going by without a small dose of neck breaking or limb tearing. Which is why the TOTAL! offices are so relaxed. It's not because we're all nice (though, obviously, we are) but rather that every time we find ourselves getting all worked up because we've missed a deadline or spent far too much money in the corner shop,

Chris tells us that violence is good for you. Lots of potassium apparently.



Backgrounds are, well, quite red, aren't they?

MORTAL

TOTAL!
GAME BOY REVIEW

KOMBATS
Great fun and a masterly conversion

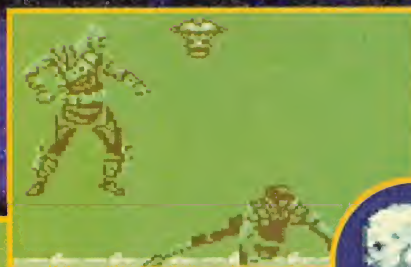


Kano V Kano. Kano lets off a laser thing to try and destroy Kano who wants to destroy Kano.

we just slam a copy of *Killer Instinct* or *MK3* into the SNES and have a quick play. It's amazing how therapeutic it can be.

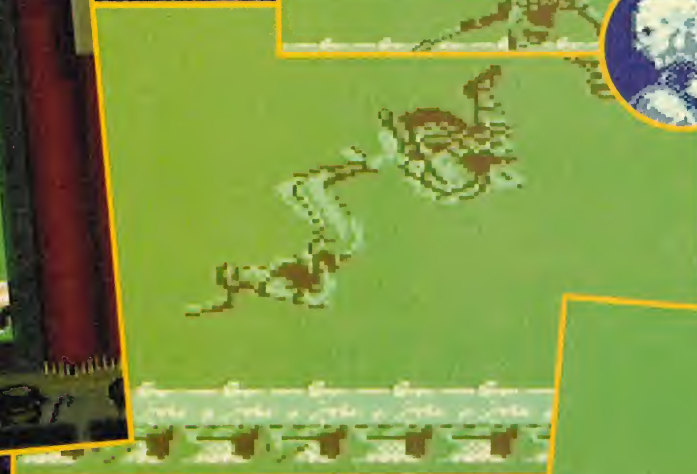
So, we were doubly pleased last month, when *Killer Instinct* appeared on the Game Boy, because it meant that when the SNES went missing (ie, Atko nicks off with it because he secretly prefers it to the PlayStation) we can just get out the Game Boy and still be able to commit acts of unspeakable violence. Lovely. Now, this month we've got a choice because *MK3* has

Fighting. Lots of it, too.



Left: Sub Zero shows Kano how to break-dance.

Left: Hmm, that's a very, um, interesting fighting thing.



Fighting is all about timing. Just look at Sub-Zero. Gets his timing just right.

Select your man (or woman, of course).



Sindel is a woman.



TOTAL! TACTIX

If you're finding it hard to access those special moves – and, let's face it, you're not going to be the only one – then Sub-Zero might be the answer. Whilst you're developing the dexterity of your fingers, try his high kicks for size. They take chunks out of your opponents energy bar and if you time them right you can pull off a couple on the trot before your fellow competitor has had a chance to recover.

KOMBAT

and here's the first comparison – not as good as the game options *Killer Instinct* offers. If you're a Super Game Boy owner, *MK3* does have one thing that sets it apart from *KI* and, although not essential to the game, is a really excellent addition.

By pressing the 'Shoulder' buttons – that's the left and right strips at the front of your joypad – at the same time, you'll bring up a line of menu boxes. By using the A button you can access these menus and change the colour of your characters, their backgrounds and the patterns surrounding your Game Boy screen.

As mentioned, it's not essential to the game but, nonetheless, it's nice to have the option of toning down the screen or making the backgrounds look more interesting.

Of course, the fatalities have not been forgotten and *MK3* includes almost all of the combos that its SNES cousin had although – damn them – they're still as hard as ever to pull off.

As far as the 'which is best?' situation goes, well, I'd have to plump for *KI*. But only just. Its fighting scenarios are slightly more fluid although by no means does that mean *MK3* is a bad buy. Far from it, *MK3* is a quite exceptional product and one that, along with *KI*, shows that with a little thought and hard work, truly great games can be a success on the Game Boy.

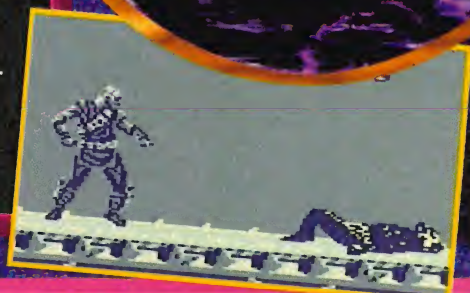
TIM

T!



ROB SAYS...

MK3 is a completely fantastic beat-'em-up and, in my humble opinion, certainly as good as *KI*. The fighting is exciting, the characters are great and the Super Game Boy thingy is brilliant. An all round star, I most definitely think.



Decked, as was the popular phrase in the '80s.

GRAPHICS

The characters are finely detailed and everything is very well animated.

8

SOUNDS

The sounds are incredibly atmospheric, dark, moody and very appropriate.

8

GAMEPLAY

Easy peasy lemon squeezy to pick up and immense fun at the same time.

9

LIFESPAN

Nine characters, fatalities, Shao Kahn. Do you really need an answer?

9

TOTAL! JUDGEMENT

'A damn fine game and well worth a place in your software collection.'

TOTAL!
SCORE

90

FRANK THOMAS

TOTAL!
GAME BOY REVIEW

BIG HURT BASEBALL



PLAYERS: 1
FROM: ACCLAIM
PRICE: £24.99
RELEASE: OUT NOW

'Tim reviews a game about a sport no one understands and a man no one knows.'

Rob was going on earlier about how I should try and enjoy baseball. How, once you got into it, it was a very good game. Millions of Americans can't be wrong, he said. Hmm.

It's not impossible to pick up baseball because, essentially, it's rounders. It's the game that we've all had to play at school at one time or another. Where you try and give a ball a good whack and then run for your life around five or six cones.

Of course, the Americans have added words such as 'pitching' and 'home run' to make the game sound deeper and more impor-

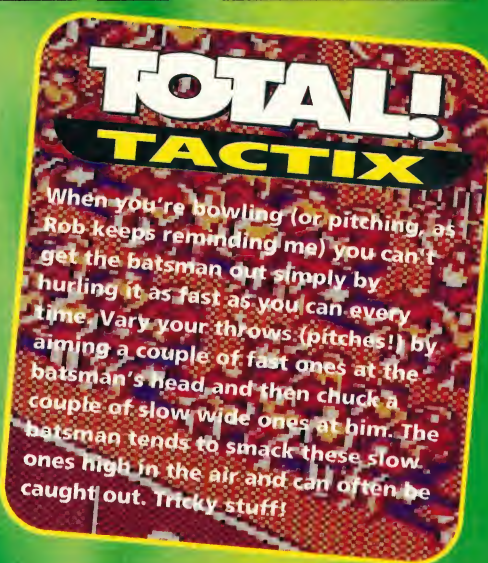


The graphics in *Big Hurt* are surprisingly clear for a Game Boy version sports sim.

tant but for us British – and every other nation on Earth that doesn't know the difference between a pitcher and a small tin of cat food – it just complicates things.

The thing, therefore, that you have to do with *Big Hurt*, is to forget all the la-di-da words and just play the game as if it were a good old-fashioned game of rounders. Now, admittedly, you will pick up phrases and realise that you must score home runs in order to win the game, but if you don't try and confuse yourself with 'pitching speed', 'strike counts' and 'walks', it all becomes rather good fun.

It won't last forever because after you become more than a little competent at it, the game itself decreases in interest, but for a nice, quick game of whacking and running, Frank Thomas *Big Hurt* Baseball on the Game Boy just can't be beaten. **TIM**



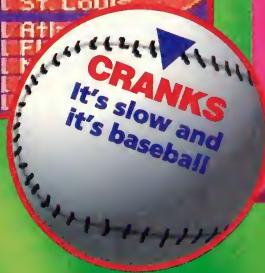
ROB SAYS...

It might be baseball but I found *Big Hurt* great fun. It's an excellent version of its underrated SNES cousin and for all Tim's gripes about baseball I'd agree it's one of the best sports sims on the Game Boy. Great stuff.



TEAM SELECT			
Player1			Player2
American		National	
California		Colorado	
Oakland		Los Angeles	
Seattle	West	San Diego	
Texas		San Francisco	
Chicago		Chicago	
Cleveland		Cincinnati	
Kansas City	Central	Houston	
Milwaukee		Pittsburgh	
Minnesota		St. Louis	
Baltimore		Atlanta	
Boston		Florida	
Detroit	East	Philadelphia	
New York		Washington	
Toronto			

I bet you didn't realise there were so many American baseball teams.



GRAPHICS

Decent backgrounds and finely detailed sprites. A bit jerky at times though.

8

SOUNDS

Nice sound effects but you're left to wonder whether there's actually a crowd at all.

6

GAMEPLAY

Easy to pick up and, although slow at times, definitely good fun.

8

LIFESPAN

Good stuff when you're a novice but after a while it becomes just a tad repetitive.

7

TOTAL! JUDGEMENT

'One of the best sports sims on the Game Boy, it's just a pity it's baseball. Sorry.'

TOTAL! SCORE

81

Not exactly giants are they, the players on the Game Boy?

BLITZ
Intelligent, detailed sports sim

ROB SAYS...

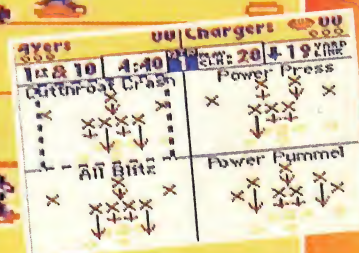
American Football is far too complex for a sports sim and especially on the Game Boy. As American Football games go though, this is better than most, but still not up to *Madden* standards.



The Power Press and the Power Pummel are basically just massive bundles.

NFL QUARTERBACK CLUB 96

TOTAL!
GAME BOY REVIEW



Although the players are small, the action is still fairly clear.



PLAYERS: 1
FROM: ACCLAIM
PRICE: £24.99
RELEASE: OUT NOW

'Tim understands football and has been to America but American Football? Nope, the boy just don't get it at all.'

Just like baseball is rounders, American Football is rugby. And just like we British haven't got the first idea what a 'strike count' is, neither do we have a clue what 'first and ten' means.

Quarter Back is a real American Football game. Forget all that 'this is the ball and these are the goal posts' lark, this throws you

in at the deep end, sort of expecting you to know the difference between an Inside Run and Outside Run. And if you stick at it you realise that *Quarter Back* isn't a bad sports sim. It's not really a good one either but, for the hardcore enthusiast, there would most certainly be enough info and jargon to keep you from falling asleep.

For the uninitiated, like me, *Quarter Back* makes it difficult to grasp some aspects of the game. For people, who have a little more knowledge of American Football – such as our very own Rob – *Quarter Back* will present a bigger challenge. Indeed, after the boy Pegley gave me a few lessons on how to get started, I actually got much more enjoyment out of it. Once you get past all the zone and pass interference stuff, you'll start to realise that

Quarter Back has in fact got quite an intelligent learning curve to it.

However, when all's said and done *Madden* still reigns supreme. Playing that after *Quarter Back* made me realise that this attempt at knocking JM off his pretty sturdy perch, was unsuccessful. Still, it's not a bad try. **T!**

PITZ
Very hard going in places

Another incomplete pass as the ball flies past my running back's head. Idiot.

GRAPHICS

Clear but plain and the sprites are probably a little too small.

7

SOUNDS

Sound? Um, well not really. Hardly any FX and the crowd just sounds like bad static.

3

GAMEPLAY

Good learning curve, well suited to beginners and American footy fans alike.

8

LIFESPAN

If you're a follower of the game you'll find more than you will if you're a beginner.

7

TOTAL! JUDGEMENT

'Madden still reigns supreme but this should just about have enough it in to keep fans interested.'

**TOTAL!
SCORE**

76

FAMOUS TOTAL! READER



The rise of Steve Stone this season has been remarkable. Goals in Europe, rave reports, a place in the England team and now his picture in TOTAL! And as you can see, there is a simple reason for his success – he reads TOTAL! Thanks to Kevin Wallis of Kent for sending us this snap he took which caught Steve running back from the newsagents with an old copy of TOTAL! Strange that he wears his kit even on days off, but that's footballers for you.

Obviously this was snapped a while back, issue 24 I believe I'm correct in saying, and thankfully the blonde crop has now gone. Unfortunately along with all his hair.

FULL OF SAD-NES

Dear TOTAL!,

I have just got your mag off my friend and I am sorry to say it's not what it used to be. Turning to 99% SNES was a stupid, no, down right inconsiderate idea. Oh, and the SNES news is crap. I am sorry that I had to break this to you but it is the truth.

Oh... by the way, if you could be bothered to get off your fat asses you could tell me if you have heard of a device which plugs into the Game Boy and has fold out speakers, a magnifying glass and a light rolled into one?

Michael Strickland, Carlisle

Dear Michael,

You clearly have a problem. While most of us are looking forward to the Ultra 64 you've never really got over the fact that they don't make NES games anymore, have you? There is nothing new to review, get it?

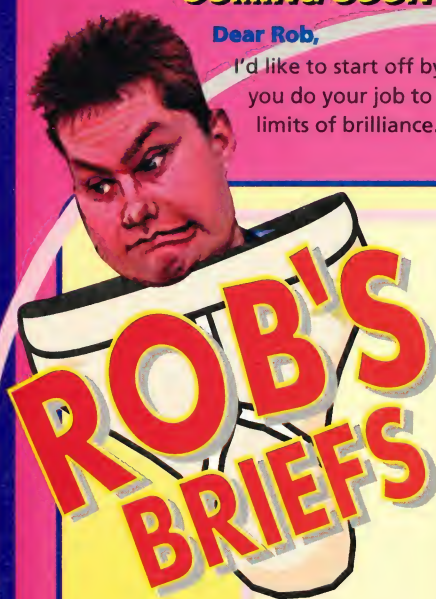
Finally the Game Boy add-on you mention – yeah, we've heard of it. Okay Michael?

Rob

COMING SOON

Dear Rob,

I'd like to start off by saying you do your job to the limits of brilliance. So,



Dear Rob,

What are TOTAL!'s favourite pop groups/singers?

Angela Williams, Tenby

could you answer my few simple questions?

1. What do you think will be the hit for 1996?
2. What are the advantages/disadvantages of upgrading to a Nintendo Ultra 64?

Paul Dillon, Manchester

Dear Paul,

Hard to say at this moment in time what will top the charts in 1996. Obviously if you're talking Ultra 64 then *Super Mario 64* is likely to be the biggest of the games made available. As for the SNES, the *Mario RPG* could be quite big, as could *Killer Instinct 2* if it is out in time and possibly a *Doom* sequel. Watch out for *Toy Story* as a possible outsider though. The advantages of upgrading to an Ultra 64 are simply better graphics, greater memory capacity, faster frame rates and, as a result, hopefully better games. There are no real disadvantages other than the possibility that gameplay may suffer as programmers get lost in the attempt to create the best looking game possible and of course the price. But then if you're sticking with the SNES, expect prices to be slashed for games as soon as the Ultra 64 hits town.

Rob

SUSSED!

Dear TOTAL!,

Dear Angela,

Tim is into poncey old Suede, Chris likes Mary J Blige (he's well trendy), Andy is into Oasis, I'm quite keen on the Charlatans after finally getting their last album for Christmas and Debs is a Radiohead fan. We're all big fans of Mike Flowers and Boyzone as well but can't stand Michael Jackson.

Rob

Dear Rob,

Could you tell me what the difference is between a Super Nintendo PAL version game and other games. I think I have a PAL version SNES but am not sure which type of game to buy.

Michael Farrington, Preston

Dear Michael,

Don't panic, games sold in this country are

This is your chance to be part of TOTAL! You will need a piece of paper, a pen, a stamp, a brain and an envelope. Although in some cases, the brain is optional...

STAR LETTER

Dear TOTAL!

First of all, much praise to the hard-working people who put this awesome magazine together. Many of my friends like TOTAL! and enjoy reading it.

But getting to the point, I am a concerned gamesplayer. I am worried that with the onslaught of games with incredible graphics, the classic gameplay found in carts such as *Zelda* and *Final Fantasy* will disappear as companies strive to make games better to look at.

Do you think that games such as those mentioned above will perish as people try to make games more impressive graphically? They're in danger of losing their gameplay in my opinion.

Tristan Coombe, Cornwall

Dear Tristan,

That first sentence was always going to win you a Phillips Personal Stereo but as the rest of the letter picked up on a point I'd just mentioned myself, well I just had to send you some in-ear entertainment.

I sympathise totally with your worries and am concerned myself for the future of gameplay. The Next Gen titles that have been seen to date have not broken any boundaries, but like you say have looked amazing. Racing sims and sports sims can only benefit from added memory and faster frame rates, but having said that will there ever be a footy game like *Sensible Soccer* again? As for platform and adventure games I've seen nothing yet that has convinced me to part with my SNES. But I say all this without having an extended run on an Ultra 64 title. Time will only tell if our worst fears are realised, but with Nintendo that is unlikely to happen. **Rob**

Thanks for printing my letter in issue 48. It's a shame that you gave such an irrelevant answer. You were talking about the poor sales of the Saturn and Jaguar. Well, let's see what Nintendo has sold:

Games and watches – had earth-shattering sales... I don't think.

Arcade games – always the naffest.

NES – sold about 100 machines in Europe.

Game Boy – Nintendo's best selling console in Europe. Whoopee, at last a success!

SNES – just hanging in there because of Game Boy sales.

Mega Drive – that always outsold the SNES...

Not exactly the most successful company in Europe, I think you'll agree. Try reading the book, *Game Over*. It reveals the real Nintendo

and how they lied and cheated to get to the top.

Thomas Holzer, Theale

Dear Thomas

Games and watches were not a great success it's true, but hey, you have to break a few eggs if you want to make an omelette. Arcade games 'always the naffest', so starting with *Donkey Kong* and coming right up to *Killer Instinct* and *Crusin' USA* you're not impressed? Fair enough. NES – '100 machines' add four more noughts and you've got a more accurate figure. Game Boy – 'best selling console in Europe', I think you meant to say best selling portable games system in the world. How's the Game Gear

almost always PAL versions. The alternative is NTSC which is the American and Japanese version of the SNES. Unless you buy a game from an importer then it is unlikely to be this version. If one does slip into your collection, however, there are adaptors available which means you can use them on a PAL SNES. Any games bought in this country should be playable on your SNES though.

Rob

Dear Rob,

What's happened to the Virtual Boy? Is it that crud that Nintendo aren't ever going to mention it again? You can tell me, you thought that the machine was crap as well.

Paul Lawrence, Winchester

Dear Paul,

I must admit I was never sure of the point of

it, as it wasn't really portable in a true sense. I think there is life in it still though and as new software is developed for it we will see its true worth. I don't think it will ever be a massive hit though.

Rob

Dear Rob,

Do you think England will do well in Euro '96 and will the championships pave the way for a flood of Nintendo football games? I hope so, I'm a big football fan. You're obviously not, though, if you support Portsmouth.

Steven Ansell, Southampton

Dear Steven,

I think England should make the quarter finals and then depending who they get in the draw could go all the way. I'd go for Italy or Germany as the favourites though, with

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 48



Name: Andrew Coulthard

From: Orpington, Kent

In the surreal world of Andrew Coulthard, he likes nothing more than playing his oversized Game Boy most when dressed in his favourite cat-suit, beside a pile of huge bits of ribbed cardboard. Unable to cope with the adulation his brother David receives as a Formula 1 driver he has created this sad little world for himself. Still, he gets his belly tickled every hour.

WIN A GAME BOY CART!

doing Mr

Thomas 'I love Sega' Holzer? And if you'll check your records you'll find that the SNES has outsold the Mega Drive worldwide. Fact. *Game Over* is an excellent book, in which as you rightly point out it charts Nintendo's rise to THE TOP. As for lying and cheating, are you really one to point a finger Thomas?

Rob

Croatia a good outside bet. And yes, I'd expect a flood of football games to accompany the Championships. I'm not even going to rise to the bait about Portsmouth Steven, or comment on the fact that you support the worst team in the world. It's not worth it.

Rob

Dear Rob,

I'm positive I saw you in Portsmouth town centre just after Christmas. I think it was the Thursday – although, I couldn't be 100% sure – and you were standing outside of Tammy Girl, selling the *Big Issue*. Was that you?

Terry Fenwick, Portsmouth

Dear Danny,

It's just not funny anymore. You don't work here anymore. Nobody likes you. Go away.

Rob

Johnny's Crayon COURT



Wig out with me as I laugh myself stupid at your scribbles. Art crimes are afoot, punishment is needed and I am the law...



Right: Mario! Show off, holding tat in the air. Wouldn't you just love to undo those buttons? Oh! and a good drawing from Andrew Clarkson very bright and colourful.

Nice Judge Dredd, Peter O'Shaunessy! I was in court last week you know, had this geezer with no fingers. Justice Thumbs!



Lovely rendering from James Pretty, age 14, perhaps those blokes at Shiny should take note. I've always wondered about those eyes though, looks like our local sandwich man!!



Peter Dainty informs us that 'This is not traced at all', yeh and his name's Bowser. Oh it is? Uuummm.... yeh. Nice drawing! I'd call him tiny or spot myself.



Poet's Corner

Gamer's Paradise

by Jamie Boulding featuring KP from Surrey

As I walk through the games shop
Without a shadow of a doubt,
I bought a Super NES without hangin' about.
You have to watch Mario talkin'.
Watch link walkin'.
My favourite mag is TOTAL!, it's nice,
And I'm in the gamer's paradise (x3).
It's a hard situation I'm facing,
Will the Ultra 64 Saturn a pasting?
I'm just a Nintendo fool with money
In my hand.

Will I buy Tetris or Super Mario Land?
Am I gonna make it to issue 23?
I dunno, but I'm dying for a pee!
Oh why are we so hard to see,
That the SNES is right for you and me.
My favourite mad is TOTAL!, it's nice
And I'm in the gamer's paradise (x3)
Shigs got the money, he got the power,
We play his games hour after hour.
Nintendo are the best, they need to teach,
For Sony and Sega, Nintendo's out of reach.
My favourite mag is TOTAL!, it's nice,
And I'm living in a gamer's paradise (x3).

you can't buy this.



About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they
don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.

Not CD s - l - o - w.

You can't buy it yet.

After all, nothing this good comes easy.

But do you really want something less
powerful?

WAIT FOR IT...

Nintendo®



Breath Of Fire II for role-players ● **Killer Instinct 2** for fighters ● **Parodius 3** for shooters ● **Civilisation** for megalomaniacs ● **Huge Yoshi's Island** player's guide for completists ● **Anime games** guide for otakus ● **Ultra 64** news and previews for everyone

Whatever pushes your buttons, you'll find it here



INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

SUPER PLAY

MARCH ISSUE ON SALE NOW – MISS IT AND BE SAD

TOTAL! SUBSCRIBE

Subscribe to **TOTAL!** for the bargain price of £27 and you'll get every single issue of **TOTAL!** delivered straight to your door every month for a whole year before your newsagent has even got a whiff of it. Plus you get a gorgeous free newsletter from Rob. Not bad!

So, how do I subscribe then?

1. Fill in the super duper simple cut-out form opposite in block capitals.
2. Enclose a cheque for the piffling little amount of £27, or let us have your Visa/Access details. Or else.
3. Bung the form and cheque into an envelope (no need to put a

stamp on it – it's FREEPOST) and send it to: **TOTAL!** Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.

4. Your copy of **TOTAL!** will arrive, wrapped in an exotic silver bag and accompanied by the latest issue of the utterly exclusive and the rather special Rob's Subs Club newsletter.

Any problems contact: **TOTAL!** Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: (01225) 822511

TOTAL! BACK ISSUES

Missed a copy of **TOTAL!**? Then get it from back issues to complete your collection! Plus **TOTAL!** binders at just £5.99.

£3 each! Any 2 for £5!
Any 3 for £7!

TOT1 – TOT29: SOLD OUT
TOT30: Jungle Book, FIFA
TOT31: SSFII, S'sh Tennis
TOT32: SOLD OUT
TOT33: SOLD OUT
TOT34: Batman review, Smash Tennis guide
TOT35: Lemmings 2 and Micro Machines reviews
TOT36: Street Racer KI
TOT37: Cannon Fodder review, Cruis'n USA
TOT38: Stargate review, DKC guide
TOT39: Unirally review,

Cannon Fodder guide
TOT40: Demon's Crest, Killer Instinct guide
TOT41: Putty Squad, Free T-Wing! model
TOT42: Mortal Kombat 3 Feature, Syndicate guide
TOT43: Putty Squad tips
TOT44: Judge Dredd player's Guide
TOT45: Earthbound, Super Turricon guide
TOT46: Doom, KI, MK3
TOT47: Yoshi's Island, Bomberman 3, Doom tips

TOT48: Earthworm Jim 2, ISS Deluxe and Doom tips
TOT49: Micro Machines, Frantic Flea and Doom tips
TOT50: Special 50th issue collector's edition.



● And just who do you think you are?

Name

Address

.....Postcode

● Are you completely sure you live in the UK?

☐ £27 (UK) ☐ Europe £44.95 (airmail)

☐ Rest of the world £59.95 (airmail)

● Hand over the readies

☐ Cheque (to Future Publishing Ltd); or

☐ Visa/Access • Expiry date

Signed.....

Date

☐ Tick here if you don't want mail sent to you from other companies

● And send it all off to us

Send this form (don't forget the cheque – if that's how you're paying) to:

TOTAL! Subscriptions, Future Publishing Ltd, FREEPOST, Somerton TA11 7BR.

You don't need a stamp if posting in UK.

EC customers registered for VAT, please quote your registration number.

How to order back issues...

Rush me the following issues of **TOTAL!**

.....
.....
.....
.....

(put in code number of the issue or issues you want):

☐ Please send me __ **TOTAL!** binder(s) at a mind-bogglingly cheap £5.99 each

£3 per back issue. Special offer! Any two for £5; any three for £7!

I enclose £

(make cheque payable to Future Publishing Ltd)

Name

Address

Postcode

Back Issues,
Future Publishing,
Somerton TA11 7BR.
HOTLINE: (01225) 442244

TOTAL! TACTIX

tactics/'taektiks/n.pl
 1. the art of disposing armed forces.
 2. the plans and means adopted in carrying out a scheme or achieving some end, a skillful device or devices. 3. a rather great section in **TOTAL! magazine**.
 Need we say more?



Mortal Kombat 3

The postman said the strain of bringing the bags full of cheats for *MK3* up the road to us reminded him of when his piles were particularly bad. As interested as we were, we hastily relieved him of the bags and told him that he was a moaning old fart well, almost – we thanked him kindly and went about our business.

So, first out the hat, as they say, is Matt Johnson of Unknownshire. Apparently, by merely pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, A, B, A (on the START/OPTIONS screen for the KOOL STUFF menu) – you are now able to turn the timer off, choose your stage, have 20 seconds for fatalities, pause the game and view the game credits.

SELECT, A, B, RIGHT, LEFT, DOWN, DOWN, UP, UP (on the START/OPTIONS screen for the KOOLER STUFF menu) – you are now able to play as Smoke or Mataro, access one button fatalities and enable the 30 credits facility. Smart.

X, B, A, Y, UP, LEFT, DOWN, RIGHT, DOWN (on the START/OPTIONS screen for SCOTT'S SECRET STUFF menu) – you are now able to fiddle around with the blocks and combos and you can 'be' Shao Kahn.

And a special mention has to go to James Millard of Higham Ferrers (who not only sent in some similar *MK3* cheats to those mentioned above but also decorated the envelope they came in rather nicely. Though I reckon that picture of Sonia was traced.



Super Metroid



Nicholas Lloyd of Corby sent us this cheat for *Super Metroid*. According to game crazy Nick, you need to have at least 10 missiles, less than 50 energy points, a small cat called Gerald and a serious bout of Dutch diarrhoea.

Select your power bombs and morph into a ball. Now, hold LEFT, RIGHT and

DOWN. Press fire and hold it along with the other buttons until the bomb explodes, then your energy recharges itself. Thanks, young 'un.

Super Bomberman 2



Danny used to have a thing about bombs. Going on and on and on about how great they were. So we put one in his pants and locked him in the stationery cupboard. Didn't like them very much after that. In fact, he didn't like anything very much after that. Except his hospital bed, of course.

Anyway, later we figured out that the reason he might have been getting all excited about bombs was because he'd been playing *Super Bomberman 2*. And, who knows, Tom Legerton of Saffron Walden might be the same. You see, he's written in blabbering on about bombs too. Very worrying, we say.

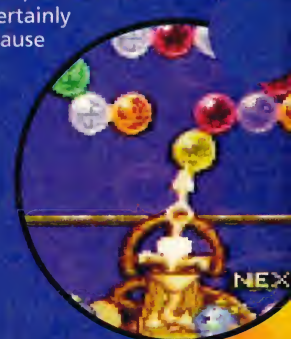
It would seem that if you tap in 1111 on the password screen, you'll start the game with flame power six, the remote control and an uncanny ability to lay six bombs at once. There we go then.

Bust-A-Move



Remember this? You damn fool, how could you forget it? Well, Robert Stick from Plymouth most certainly hasn't forgotten it because he's sent us in the following flowery passwords.

Level 10 – XJZBOX
 Level 20 – FG2FWC
 Level 30 – 5SNRT9
 Level 40 – LTH3DB
 Level 50 – TZDK2K
 Level 60 – 60GCKW
 Level 70 – SV6RTR
 Level 80 – 46V4C2
 Level 90 – \$K5TT\$
 Level 100 – 23Q66\$



Demon's Crest

SNES
TACTIX



Adventure romps obviously get Barnaby Rodgers of Hereford all shook up because he's figured out how to play as the Ultimate Gargoyle.

Go to the Password screen. Enter the following code: FDQP, QRMB, FGHN, GTKL. Easy peasy. If, however, you would rather have all the items, just tap in QFFF, KNRR, DDLR, XGTO.

Mechwarrior

SNES
TACTIX



Tony Johnson of Manchester reckons he's great at *Mechwarrior*. So? Do you think I give a rat's arse? 'I know how to get infinite ammo', he drones on. So? What do you want? A freakin' medal or something? 'Please print my cheat', he says. He, he, ha, ha. Like hell I will. Um...

Go to the password screen. Enter the code, M1ROG3. That's it, apparently. Sorry about being rude Tony. It was Rob's idea. Something about whipping you readers into shape. Don't worry, he'll get his when Portsmouth get relegated.

FIFA International Soccer

SNES
TACTIX

The list of football titles on the SNES might be longer than Jimmy Hill's chin but *FIFA* still remains one of the best. So, we thought it might be appropriate to include this all singing, all dancing cheat from Emma Rancid of Norwich.

On the options screen, press Y, Y, Y, X, A, A, A, B for invisible walls or A, A, B, B, Y, Y, X, X for a dream team.

Clayfighter 2

SNES
TACTIX

Will Simmons. Brighton. CF2 Cheat. Sent us. Yep, according to the boy



Simmons each character has an evil twin. And this is how to access them.

Butch - Hold LEFT and press X, R, A, X, R, R

Peelgood - Hold DOWN and press B, Y, Y, A, Y

Sarge - Hold X and press L, L, UP, DOWN, LEFT, DOWN.

Ice - Hold B and press UP, LEFT, LEFT, LEFT, RIGHT

Thunder - Hold UP and LEFT and press Y, B, X, B, B, X, A

Slyck - Hold Y and press LEFT, LEFT, UP, LEFT, LEFT, RIGHT

Spike - Hold RIGHT and press X, B, B, A, Y, LEFT, A

Kirby's Avalanche



This is one we worked out ourselves because we're damn clever and all that.

For an Extra Options menu, hold down A, B, X, Y and press reset at the title screen, whilst still holding the blue, yellow, red and green buttons.

When the game resets, release the buttons and go to the options screen. You'll find a nice little Custom Options menu and even a Special Customs menu.

Mortal Kombat 2



Carley Marie Thomas from Mid Glamorgan must be some sort of child prodigy when it comes to games. She's only nine and already she's found a quite wondrous cheat for *MK2*. According to her all you need is a joypad with an autofire switch on it.

Switch on full autofire for button A as the game comes on. Liu Kang will automatically select and perform bicycle kicks, 'while shouting in a high-pitched voice, what sounds like 'stick this in your pipe'. He beats every opponent and you get to the end credits.

ISS Deluxe

SNES
TACTIX



I know, I know, we've had a load of cheats for this pearl of a soccer game but, well, you can just have a little bit more, can't you?

Anyway, this one's slightly special. Andrew Lewis of 'Merezeesiyyed', tells us that once the *ISS Deluxe* logo appears, you should press - on the second pad - UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. And do you know what happens? The linesman and referee turn into dogs. No, really they do.

Wario Land

GB
TACTIX



Andrew Glyn Bryant of Welton, wrote in with his medical history and a small cheat for *Wario Land*. As well as telling us that if we went down the third ladder on the first level, through the door and smashed the blocks at the end we'd find ourselves three lives, he also mentioned something about having a problem with his bowels. We were very interested, we were.

Aladdin

SNES
TACTIX

Here are some of those password things from the old maestro himself, Nicholas Lloyd of Corby.



Level 2 – Genie. Abu.
Aladdin. King.
Level 3 – Jaffar. Abu. Princess.
Genie.

Level 4 – Genie. Jaffar. Aladdin. Abu.
Level 5 – Abu. Aladdin. Genie. Princess.
Level 6 – Jaffar. Princess. Aladdin. Jaffar.
Bonus Stage – Princess. Jaffar. King.
Princess.

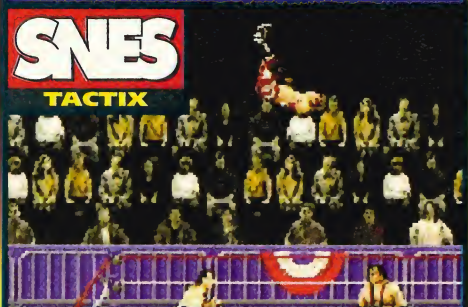
Also the boy Lloyd told us that on the option screen, if you press LEFT, RIGHT, SELECT, START, X, A, Y and B and then go back to the title screen, you can change the number on the screen to which level you would most like to start on. Thanks again Nicholas. You are most definitely, a top geezer.

Michael Jordan: Chaos In The Windy City



Michael Jordan might be twenty seven feet tall but he got a bit blown away when he bought a small council flat in the Windy City. So, David Blackburn from, well, Blackburn decided to do something about it and he tapped in the code, OD6ZTCPCBQ4 and found that, to his surprise, his hero Michael J has 34 lives to muck around with. All that and no jokes about having bad wind. I am pleased with myself.

WWF Wrestlemania



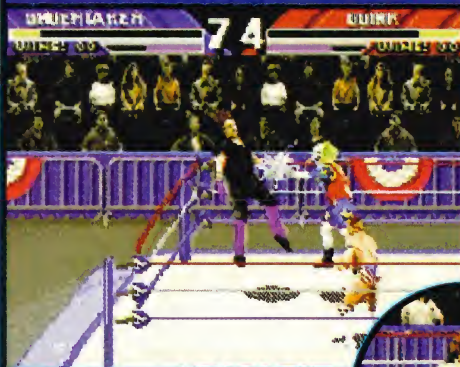
WWFW might be great as far as Ben Grist in Storrington is concerned but Rob's still wearing pink tights, a sequinned green leotard and shouting, 'You shall never defeat me! I am indestructible!' because of that game.

Still, whilst we're on the subject we might as well give you lot an idea of what that lovely young man Ben, is on about.

You can only pull off a combo if the combo light is flashing.

The Undertaker

Snap Move – LEFT, LEFT, PUNCH
Super Uppercut – GRAB, DOWN, SUPER PUNCH
Tombstone Slam – RIGHT, RIGHT, SUPER KICK
Dropkick – RUN, SUPER KICK
Shadow Neck Choke – DOWN,



DOWN/RIGHT, RIGHT, PUNCH
Grim reapers – DOWN,
DOWN/RIGHT, RIGHT, KICK
Stun Ghost – DOWN,
DOWN/LEFT, LEFT, KICK
Mystic Glove – GRAB, DOWN, DOWN,
SUPER KICK
Kicking Combo – GRAB, HOLD, RIGHT, tap PUNCH, PUNCH, PUNCH, PUNCH, PUNCH, SUPER PUNCH.
17 Hit Combo – GRAB, tap RIGHT, RIGHT, SK, SK, SK, K, K, K, P, P, P, SP, SP, SP, SK, SK, SK, K, K

Razor Ramon

Uppercut – GRAB, DOWN, SUPER PUNCH
Razor's Edge – GRAB, RIGHT, RIGHT, SUPER PUNCH
Piledriver – GRAB, DOWN, DOWN, SUPER KICK
Hip Toss – LEFT, LEFT, PUNCH
Razor Swipe – GRAB, UP, PUNCH
Quick Slice – DOWN, DOWN/RIGHT, RIGHT, PUNCH
Snap Mirror – RIGHT, RIGHT, KICK
Shaker Slam – GRAB, DOWN, DOWN, KICK
Quick Combo – GRAB, HOLD DOWN, tap PUNCH, PUNCH, PUNCH, PUNCH, SUPER PUNCH
21 Hit Combo – GRAB, tap RIGHT, RIGHT, SP, SP, SP, P, P, P, SP, SP, SP, SK, SK, SK, K, K, K, SP

Lex Luger

Sliding Elbow – RIGHT, RIGHT, PUNCH
Double Axehandle Smash – SUPER PUNCH
Vertical Suplex – GRAB, RIGHT, RIGHT, SUPER PUNCH
Rebel Rack – PUNCH AND KICK, UP, SUPER KICK
Hip Toss – LEFT, LEFT, PUNCH
Elbow Girder – RIGHT, RIGHT, PUNCH
Mace Smash – RIGHT, RIGHT, SUPER KICK
Body Slam – GRAB, DOWN, DOWN, SUPER KICK
Short Combo – GRAB, HOLD, RIGHT, tap SK, SK, SK, K, K, K, P, P, P, P, SP, SP, SP, SK,

SK

Shaun Michaels

Front Leg Trip – RIGHT, RIGHT, KICK
Sunset Flip – RUN, SUPER PUNCH
Bodyslam – LEFT, LEFT, PUNCH
Speed Kick – DOWN, DOWN/RIGHT, RIGHT, KICK
Back Kick – LEFT, LEFT, SUPER KICK
Double Snapkick – RIGHT, RIGHT, SUPER KICK
Franksensteiner – RIGHT, RIGHT, SUPER KICK
Face Smash – GRAB, HOLD RIGHT, tap SUPER PUNCH
Arm Breaker – GRAB, tap RIGHT, RIGHT, PUNCH
Kicking Combo – DOWN, DOWN/RIGHT, RIGHT, KICK, tap KICK, KICK, KICK
Quick Combo – GRAB, HOLD RIGHT, tap SK, SK, SK, SK, SP
16 Hit Combo – GRAB, tap RIGHT, RIGHT, K, K, SK, SK, SK, SP, SP, SP, P, P, P

Bret Hart

Eye Robe – DOWN, DOWN/RIGHT, RIGHT, PUNCH
Rolling Uppercut – DOWN, DOWN/RIGHT, RIGHT, SUPER PUNCH
Arm Drag – LEFT, LEFT, PUNCH
Bulldog – GRAB, DOWN, DOWN, SUPER KICK
Flying Clothesline – PUNCH AND KICK, SUPER PUNCH
Sharpshooter – When the opponent is on the floo, stand by his feet and tap SUPER PUNCH
Charging Uppercut – DOWN, DOWN, PUNCH
Face Slam – GRAB, DOWN, DOWN/RIGHT, RIGHT, PUNCH
Neck Breaker – GRAB, RIGHT, RIGHT, SUPER PUNCH
Uppercut Combo – GRAB, HOLD RIGHT, tap P, P, P, P, SP
Kick Combo – GRAB, HOLD RIGHT, tap K, K, K, K, SK
16 Hit Combo – GRAB, tap RIGHT, RIGHT, SK, SK, SK, SP, SP, P, P, P, SK, SK, SK, K, K, P, P, SP

Doink

Boxing Glove – tap PUNCH repeatedly
Clapper – DOWN, DOWN/RIGHT, RIGHT, PUNCH
Happy Hammer – RIGHT, RIGHT, SUPER KICK
Super Clothesline – RUN, SUPER PUNCH
Hip Toss – LEFT, LEFT, PUNCH
Head Slam – GRAB, RIGHT, RIGHT, SUPER PUNCH
Face Smash – GRAB, DOWN, DOWN, SUPER KICK
Punching Combo – GRAB, HOLD RIGHT, tap P, P, P, P, HOLD LEFT, tap SP
Kicking Combo – GRAB, HOLD RIGHT, tap SK, SK, SK, SK, SP
18 Hit Combo – GRAB, tap RIGHT, RIGHT, SP, SP, SK, SK, SK, SK, K, K, P, P, P, P, SP, SP, SK, SK
Key: P – Punch, SP – Super Punch, K – Kick, SK – Super Kick
And to: GRAB – RIGHT, RIGHT, SP, RUN – P and K, CHARGE – Hold down.



TOTAL! SOLUTIONS

We spoil all your favourite games by tipping them right up!

Alfred Chicken	GB	...19-23
Alien 3	GB18
Bart Vs The Space Mutants	NES12
Batman	NES6
Battle Of Olympus	NES9
Battle Of Olympus	GB22
Cannon Fodder	SNES39
Castlevania II	NES10
Cybernator	SNES22
Defender Of The Crown	NES4
Digger T Rock	NES	...6&7
Dizzy	NES	19&22
Donkey Kong Country	SNES38
Doom	SNES	47-49
Dragon's Lair	NES10
Dr Franken	GB15
Duck Tails	GB7
Earthworm Jim	SNES37
Faxanadu	NES17
Flashback.....	SNES	27-28
Fortified Zone	GB5
Gargoyle's Quest	GB	...13-14
Hebereke's Popoon	SNES39
International Cricket	SNES44
Judge Dredd	SNES44
Jungle Strike.....	GB69
Maniac Mansion	NES	...4&7
Mega Man III.....	NES22
Mickey Mania	SNES	...37-8
Mortal Kombat	SNES21
Mystic Quest	GB	...30-31
NBA Jam TE	SNES41
Prince Of Persia	GB	...10-12
Probotector	GB16
Probotector	NES16
Probotector II	NES20
Putty Squad.....	SNES	42-43
Rescue Of Princes Blobette	GB4
Robocop	NES3
R-Type	GB3
Shadowgate	NES4
Syndicate	SNES	42-43
Skyblazer	SNES29
Smash Tennis.....	SNES34
Solstice	NES3
Star Wing	SNES19
Street Fighter II Turbo	SNES21
Street Racer	SNES37
Stunt Race FX	SNES35
Super Mario Bros	NES23
Super Mario Bros	SNES23
Super Mario Bros 3	SNES25
Super Mario:The Lost Levels	SNES26
Super Mario Land	GB1-2
Super Mario Land 2	GB17
Super Mario World	SNES	...7-12
Super Metroid.....	SNES	...31-3
Super Smash TV	SNES13
Super Probotector	SNES16
Super Punch Out!!	SNES	39-40
Super Star Wars	SNES20
Super Street Fighter II	SNES34
Super Turrigan	SNES45
Terminator 2	GB6
Theme Park.....	SNES43
Unirally	SNES	40-41
Wolfenstein	GB	...30-31
Zelda	SNES	14-17
Zelda IV	GB	...24-29

Turn to page 73 to order all the back issues you'll ever need!

Total NBA '96



Mortal Kombat 3!
Two-player demo
on our cover CD

Official UK
PlayStation
Magazine No. 3

On sale Now

Check out our home pages on FutureNet at <http://www.futurenet.co.uk>



The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

TOTAL! RECA

If you've got a Game Boy and some spare cash then you need help fast before you buy something you might regret. The complete TOTAL! Recall could be your knight on shining paper.

Game Boy

Colour Coding

- Recommended games.
- New entries.

4-in-1-FUNPAK (88%) Iss 43
In theory this is a dull cart but after paying each game and considering the price this is a must buy. Go forth and multiply.

4-in-1-FUNPAK VOL2 (73%) Iss 43

Not bad entertainment and great value for money but not the most exciting cart in the world. Just a bit of a yawn really.

ADAMS FAMILY (52%) Iss 7
A tough challenge, but it's all a bit plain. More pukey than okay.
ADAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (78%) Iss 19
Unoriginal platform formula, but it's big, tough, and addictive.

ADVENTURE ISLAND (56%) Iss 9
Loads of levels and smooth, clear graphics. Lame gameplay, though.
ADVENTURE ISLAND 2 (40%) Iss 19
Dull, samey and overly-easy platformer. You'll finish it in a few days.
THE ADVENTURES OF ROCKY AND BULLWINKLE (39%) Iss 13
One of the naftest platform collect-em-ups ever to hit the Game Boy.

ALADDIN (86%) Iss 35
A beautiful and exciting platformer marred only by abundant continues. Definitely worth serious consideration.

ALFRED CHICKEN (85%) Iss 17
A classic-looking yet original game, with fab graphics and superb design.
ALIEN OLYMPICS (73%) Iss 34
As good a version of *Track'n'Field* as I can imagine on the Game Boy, with all the events, a two-player game and, of course, some aliens. A lot of button-bashing, but not much real sweating.

ALIEN³ (83%) Iss 17
Big, eerie and rock 'ard arcade adventure. And much better than the movie.

ALIEN VS PREDATOR (79%) Iss 25
A pleasant surprise after all the hassle with the Super NES version.
THE AMAZING SPIDER-MAN

(68%) Iss 3
Moderately fun beat-'em-up. The licence doesn't help.

ANIMANIACS (82%) Iss 42
Good stuff, but what could have been the best Game Boy platformer in years is let down by its size.

ASTERIX (74%) Iss 20
A tough but bland platformer, which is ruined by the awkward controls.

ASTEROIDS (55%) Iss 5
The simple, but compulsive blaster of old just isn't the same on the handheld.

ASTEROIDS & MISSILE COMMAND (66%) Iss 60
This could have been really good, but this perfect couple are unfortunately let down by a sloppy conversion of *Asteroids*.

BALLOON KID (76%) Iss 3
A cutesy, little adventure with excellent hazard-dodging fun.

BARBIE (45%) Iss 21
Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY (82%) Iss 4
Nicely structured gameplay and lashings of challenge. Addictive and great fun.

BART VS THE JUGGERNAUTS (45%) Iss 12
This is just too frustrating to be fun. Eat my shorts!

BATMAN (80%) Iss 1
A tricky little platform shoot-'em-up. Small graphics, but speedy action.

BATMAN: THE ANIMATED SERIES (89%) Iss 24
Superb graphics, sound and gameplay.

BATMAN: RETURN OF JOKER (86%) Iss 10
Great graphics and five tough levels. Plenty of scope.

BATTLESHIPS (23%) Iss 14
Game Boy version of the pen-and-paper game. Boring and pointless.

BATTLETOADS (90%) Iss 11
Heaps of variety makes this a real treat for Game Boy arcade fans.

BATTLETOADS DOUBLE DRAGON (59%) Iss 33
Big but sadly rather bland. Better than *Double Dragon* but not as good as *Battletoads*, if nothing else it's a reasonably playable cart at a good price.

BATTLETOADS IN RAGNAROK'S WORLD (88%) Iss 24
A very worthy successor to the first game.

BATTLE OF OLYMPUS (90%) Iss 19
Big, complex and graphically gorgeous. The best RPG on the Boy.

BC KID2 (70%) Iss 38
Playable and well put together, but not different enough to say many other Game Boy platformers.

BEST OF THE BEST (38%) Iss 18
An uncontrollable karate game which doesn't have enough moves.

BILL AND TED'S EXCELLENT QB ADVENTURE (91%) Iss 3
Buy this bodacious cart now!

BLADES OF STEEL (60%) Iss 6
Disappointing version of a great game. Not really suitable for the Game Boy.

BLUES BROTHERS (74%) Iss 10
A tough platformer with slow graphics and big and varied levels.
BLUES BROTHERS 2 (61%) Iss 27
Bad brothers more like. Sloppy level design and highly frustrating gameplay.

BO JACKSON (76%) Iss 22
Decent baseball and US footy sims. Good value.

BOMB JACK (84%) Iss 12
This may not be sophisticated enough for some tastes, but it's still great fun.

BOULDER DASH (89%) Iss 3
Superb graphics and lots of tough screens keep this one interesting.
BOXBLE (69%) Iss 9

Looks easy, but the 108 puzzling levels just get harder and harder.

BOXBLE 2 (72%) Iss 10
Simple but engrossing. You won't find a more refined puzzler than this one.

BRAIN BENDER (77%) Iss 11
A fun and fiendish puzzler with a challenge that will last for ever.

BUBBLE BOBBLE (68%) Iss 6
Terrifically addictive platform action. Passwords make it too easy, though.

BUBBLE GHOST (22%) Iss 8
Blowing a bubble around a house could've been fun. Sadly, it isn't.

BUGS BUNNY (43%) Iss 1
This game has 80 levels, but sadly they're all much the same.

BUGS BUNNY RABBIT RAMPAGE (75%) Iss 30
A good one for the younger games-player. It's fun, sounds great and is easily picked up.

BURAI FIGHTER (84%) Iss 4
A long-lasting, beautifully structured eight-way scrolling, shoot-'em-up.

BURGER TIME DELUXE (71%) Iss 8
A bit simplistic for some, but this is still an addictive, if rather odd, platformer.

CASTELIAN (75%) Iss 8
Simple, frustrating and addictive. Could annoy rather than enthrall.

CASTLE QUEST (68%) Iss 26
It's a bit like chess, except there're loads of bizarre pieces and funny moves.

CASTLEVANIA (89%) Iss 1
Lovely animation and detailed backdrops make this a real treat.

CASTLEVANIA II (90%) Iss 5
Not brilliantly original, but the massive levels make this great fun.

CAESAR'S PALACE (60%) Iss 6
None of the five gambling games here require enough skill.

CENTPEDE (68%) Iss 5
Basic, but tough and addictive. Fun to zap away at now and again.

CHICKEN & MILLIPED (82%) Iss 60
The similarity of the two games means this cart is limited.

CHASE HQ (50%) Iss 20
Dated and uneventful racer with a cops-and-robbers flavour.

CHOPLIFTER II (80%) Iss 6
Graphics are unimpressive, but it's an involved game with lots of challenge.

THE CHISELMASTER (90%) Iss 1
Snap this up if you can still find it, that is - it's the only chess game you'll ever need!

CHUCK ROCK (50%) Iss 26
Fairly tedious platformer where you play a fat Neanderthal.

CLIFFHANGER (38%) Iss 25
Highly disappointing and very dodgy platform beat-'em-up.

COOL WORLD (39%) Iss 19
Like the movie before it, this bizarre platform-puzzler is destined to flop.

COOL SPOT (92%) Iss 31
Bloody wonderful, funky, groovy scrolly platformer stomper. Bostin' crackin' COOL!

DARKWING DUCK (76%) Iss 18
Nice-looking and fairly varied, but the levels are too few and too easy.

DAYS OF THUNDER (73%) Iss 4
Smooth(ish) vector graphics, but sadly it ain't that fast. This is for racing fans only.

DEFENDER & JOUST (74%) Iss 50
Another couple of great old titles converted well onto the handheld.

DONKEY KONG (92%) Iss 32
One of the very finest platformers ever made. A simple enough idea, but a highly polished game.

DONKEY KONG LAND (93%) Iss 44
All in all, on reflection, at the end of the day and when all's said done, *Donkey Kong Land* really is the monkey's nuts!

DOUBLE DRAGON 2 (77%) Iss 4
A bit unoriginal, but this is slick enough to keep fans amused.

DRACULA (80%) Iss 22
A big and challenging game, but the jerky scrolling is off-putting.

DRAGON'S LAIR (79%) Iss 3
Some of the best Game Boy graphics you'll ever see. Hard, but playable.

DR FRANKEN (91%) Iss 5
Beautiful platform adventure with detailed graphics. Flippin' brilliant!

DR FRANKEN 2 (89%) Iss 20
Huge adventure with great graphics. Controls could've been better, though.

DR MARIO (64%) Iss 1
Even with the inimitable Mario, this eventually gets pretty dull.

DROPTONE (79%) Iss 15
Loses summat on the Boy, but this is still a pretty stiff challenge for shootin' freaks.

DUCK TALES (78%) Iss 2
A snazzy, little collect-'em-up with a tough challenge and good control.

DUCK TALES 2 (55%) Iss 24
A playable platformer, but it's too easy and too similar to the original.

DYNABLAST (93%) Iss 2
With four games in one cart, this offers terrific value for money.

EARTHWORM JIM (94%) Iss 44
An absolute Grade A classic and a mighty fine conversion. Mad as a bottle of chips and every bit as playable as *Super Mario World*.

EDD THE DUCK (80%) Iss 21
Standard platform game, but a very playable and good-looking one.

EMPIRE STRIKES BACK (80%) Iss 17
It's not quite as good as *Star Wars*, but it's still a decent platformer.

F-1 POLE POSITION (79%) Iss 26
Not a bad racing game, but it's pricey if you want four players.

F1 RACE (88%) Iss 1
Loads of courses, four-player link-up and fast graphics make this a corker.

F-15 STRIKE EAGLE (78%) Iss 15
Seat-of-the-pants combat, but not enough depth or variety.

FACEBALL 2000 (93%) Iss 5
Graphics you could frame and addition you could bottle.

FELIX THE CAT (49%) Iss 25
An absolutely cack platformer which is a doddle to complete.

FERRARI GRAND PRIX CHALLENGE (63%) Iss 11
All the usual racing stuff but nothing new here.

THE FIDGETS (77%) Iss 24
Tough puzzler platformer with nice, cute sprites.

FIFA '86 (64%) Iss 40
Good gameplay and graphics make it a result for the hand-held.

FINAL FANTASY 3 (78%) Iss 25
Good, but routine RPG. Not a *Zelda* beater, though.

FIREFIGHTER (79%) Iss 21
Original platformer. Dodgy graphics, but the action makes up for it.

THE FLASH (74%) Iss 17
Not much action, but this is still enjoyable and challenging.

THE FLINTSTONES (53%) Iss 18
This cartoon platformer is very neat, but it's got one flaw - it's far too easy.

THE FLINTSTONES (60%) Iss 40
With little choice when it comes to platforms, new attempts need to dazzle, to amaze, to enthrall! *The Flintstones* misses on each count.

FOOTBALL INTERNATIONAL (70%) Iss 8
With only one player this average game soon gets dull.

FORTIFIED ZONE (68%) Iss 4
With only four short levels this

mazy blaster won't entertain you for long.

FORTRESS OF FEAR (84%) Iss 2
A platform collect-'em-up with good gameplay, but no passwords.

GALAXIA & GALAGA (66%) Iss 60
Simple but superb. Two great games get a new lease of life on the Game Boy. I'm surprised nobody thought of it earlier.

GALLERY (1%) Iss 37
I'm baffled. Why on earth would anyone program this, let alone clear it as one official release. Jeez!

GARFIELD (45%) Iss 22
Garfield's cool, but this platform-puzzler is bland and unimaginative.

GARGOYLE'S QUEST (76%) Iss 3
Variety, challenge and good looks. This'll test your brain and reflexes.

GAUNTLET 2 (41%) Iss 3
A faithful conversion, but it's a bit of a pain on the small screen.

GEAR WORKS (65%) Iss 27
A very limited puzzler which is never going to compete with the likes of *Tetris*.

GEORGE FOREMAN'S KO BOXING (20%) Iss 14
What can we say? Er... How about 'Don't buy it'!

GHOSTBUSTERS 2 (85%) Iss 4
Controlling two characters at once makes this slick game a bit different.

GOAL (80%) Iss 24
Titchy players and awkward controls spoil this footy sim.

GOLF (92%) Iss 1
Everything you could ask for on a golf sim is here, including two-player link and battery.

GREMLINS 2 (82%) Iss 2
Great graphics and fun gameplay. Tough, but well worth the aggro.

HAL WRESTLING (28%) Iss 10
A truly crap wrestling game. You can't even tell the players apart.

HARMONY (69%) Iss 11
A tough game, with original and puzzling gameplay. A bit on the hard side, though.

HIT THE ICE (50%) Iss 13
At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE (38%) Iss 4
Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 (57%) Iss 16
Slightly better than the Super NES game, but far too easy.

HOOK (88%) Iss 6
Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK (35%) Iss 10
Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS (60%) Iss 23
Boring and slow *Lemmings* rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER (40%) Iss 5
No variety, no Sean Connery and no match for the film.

HYPER LODGE RUNNER (84%) Iss 2
Classically simple platformer. Sad graphics, but huge playability.

ISHIDO (68%) Iss 5
Fun to begin with, but there's not really enough variety here to last.

JELLY BOY (90%) Iss 34
There are absolutely tons of challenges to get through on this tasty platformer and, despite not having the world's best graphics, it's retained all the playability of the SNES version - it's loads of fun too!

JOE 'N' MAC (75%) Iss 14
If you're after some raw challenge, then this little monster is sure to keep you going.

JORDAN VS BIRD (71%) Iss 11
This three-in-one basketball sim is mostly fun, but it has a couple of irritating flaws.

JUDGE DREDD (74%) Iss 44
Certainly lacks the graphics of the SNES version and the gameplay suffers in parts as a result. Still plenty of surprises though.

THE JUNGLE BOOK (90%) Iss 28
A great-looking and highly playable interpretation of the film.

JUNGLE STRIKE (87%) Iss 40
A surprisingly fine conversion. If military warfare is your bag, then you will find a whole holla'd's worth of the stuff in the game. Not bullet-ridden bad!

JURASSIC PARK (70%) Iss 23
Smart collect-'em-up which is spoilt by some dreadful touches.

KID DRACULA (80%) Iss 18
Cute platformer which, while aimed at a younger market, is still fun for oldies, though.

KID ICARUS (68%) Iss 11
An engaging little platformer, but it's all a bit samey. You'll soon get bored with it.

KILLER INSTINCT (91%) Iss 51
A must buy. The greatest game on the Game Boy for a long time. Get it.

KILLER TOMATOES (79%) Iss 9
A rather silly scenario, but, in fact, it's quite a fab game. Big levels and oodles of action.

KING OF DRAGONS (60%) Iss 30
Sad, short-lived slash-'em-up. Avoid.

KING OF THE ZOO (87%) Iss 1
Cute-looking bash-'em-up with masses of playability.

KIRBY'S DREAMLAND (39%) Iss 12
An original idea which looks pretty, but it's far too easy. Shame.

KIRBY'S PINBALL (92%) Iss 26
The best pinball game on the Boy. Three big tables of flip-screen fun.

KONAMI GOLF (84%) Iss 29
An accurate and highly playable sim

KRUSTY'S FUN HOUSE (84%) Iss 13
A well-crafted puzzler with a simple design and tons of gameplay.

KWIRK (78%) Iss 1
This is a fiendishly hard, but incredibly playable puzzler.

LAMBORGHINI (85%) Iss 23
Simple and unoriginal, but still playable, fast and fun.

LAST ACTION HERO (59%) Iss 25
Platform beat-'em-up featuring good visuals and crap gameplay.

LAWNMOWER MAN (85%) Iss 25
Enjoyable licence with loads of sub-games and amazing 3D graphics.

LETHAL WEAPON (41%) Iss 18
A beat-'em-up with poor control and boring action. More like *Water Pistol*.

LEMMINGS (90%) Iss 14
The graphics are a bit dodgy, but this is still as fun and addictive as ever.

THE LION KING (70%) Iss 37
Stunning to look at but very little fun. A bit like a blancmange with a dog poo in the middle of it.

THE LITTLE MERMAID (45%) Iss 17
This swimmie game is too easy and too cute for all but the youngest.

LOONY TUNES (80%) Iss 13
Annoying scrolling levels, but brilliant animation and great action.

LUCLE (86%) Iss 33
Like all good puzzles games, it's a little frustrating to start with, yet once you're going, it's particularly compelling. Bonkers, mad, barmy! Give it a go.

MARIO'S PICROSS (80%) Iss 43
A thinking game which fits the Game Boy perfectly. It lacks real variety, but you can't help going back for more puzzles.

MCDONALDLAND (66%) Iss 14
Fun for a while, but frustrating in the long run. It's desperately unoriginal, too.

MARBLE MADNESS (31%) Iss 4
Graphically great and very playable, but it's too small and too dated.

ALL LISTINGS

MARIO AND YOSHI (80%) *Iss 15*
Fantastically simple, but guaranteed to draw you in and not let you go.

MAX (57%) *Iss 14*
A so-so platformer with some nice ideas. The graphics are disappointing, though.

MS PACMAN (60%) *Iss 30*
Like *Pac-Man*, ie, lots of mazes with little variety. Yawn!

MEGA MAN 3 (83%) *Iss 16*
Nothing new, but this challenging blast is still addictive and fun.

MERCENARY FORCE (54%) *Iss 9*
Tough and different, but ultimately a tedious left-right scrolly game.

METROID 2 (66%) *Iss 8*

Far too big, empty and bland. There's not enough action, either.

MICKEY MOUSE/BUGS BUNNY 2 (80%) *Iss 14*

Yes, they are the same game. A pretty platformer which is sneakily addictive.

MICRO MACHINES (87%) *Iss 35*

It suffers a tiny bit, but essentially this is a very good conversion of a classic game, with another bonkers multi-player mode.

MILION'S SECRET CASTLE (65%) *Iss 34*
A cute little playing platformer that's tough in parts, but on the whole unremarkable. *Milion's Secret Castle* is in no way offensive, at least in no way other than in mediocrity.

MISSILE COMMAND (49%) *Iss 7*
Poor controls and lame visuals ensures that this falls well short of the target.

MONSTER MAX (90%) *Iss 26*

Rare have produced a fantastic 3D adventure. This is a very special game indeed.

MORTAL KOMBAT (59%) *Iss 21*

Let down by animation and controls.

MONSTER TRUCK (21%) *Iss 38*
Awkward controls, and dull gameplay make it one of the smelliest racing games of all time. It would be funny if it, er, wasn't.

MORTAL KOMBAT 2 (92%) *Iss 33*

As a Game Boy title *Mortal Kombat 2* out-performs anything else that's available. It feels in every way like a fully-fledged arcade experience. It's rather hard to fault to be honest, mate.

MYSTIC MUSEUM (91%) *Iss 4*

As if you're in a museum, this is a really addictive, slightly addictive.

MOUSETRAP HOTEL (47%) *Iss 13*

Sad, Mickey Mouse platformer with poor controls and tedious, repetitive gameplay.

MR DO (80%) *Iss 10*

High-perfect conversion of the highly addictive and cerebral maze-muncher.

MR NUTS (72%) *Iss 38*

It's a fine example of the tried, trusted and somewhat tired platform genre... blah, blah, blah. If you like that sort of thing... blah, blah, blah.

MUHAMMAD ALI BOXING (45%) *Iss 27*

This good looking is spoilt by shallow gameplay.

MYSTERY (79%) *Iss 11*

Adventure-cum-maze game with added shooting. This works well.

MYSTIC QUEST (85%) *Iss 27*

If you liked *Zelda*, then you'll love this fantasy RPG.

NBA BASKETBALL (35%) *Iss 20*
Nobby basketball sim that's unlikely to thrill even hardened fans.

NBA JAM (89%) *Iss 35*

This has to be the best Game Boy sports game yet - after the fun we have with the SNES version we pretty much expected it to be.

Thoroughly playable and addictive, *NBA Jam* is on fire! But THERE'S NO TWO-PLAYER MODE.

NBA JAM TE (80%) *Iss 45*
It's a fine game on any format and this is better than the original, but where's the two-player option?

NEEMESIS (92%) *Iss 2*
If you like daisy blasters then add this one to your collection immediately. Go on, get it now!

NEEMESIS 2 (93%) *Iss 12*

Just as brilliant as its predecessor. Tough, but intensely playable.

NIGEL MANSELL (73%) *Iss 23*

Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP (64%) *Iss 1*

More oddball than football. Looks interesting, but lacks excitement.

NHL HOCKEY (91%) *Iss 43*
If it had a two-player option it would be brilliant. An average sports sims and NHL fans should be reasonably pleased.

OBELIX (84%) *Iss 45*

Somehow better suited to the GB than the SNES, this is simple, effective and varied platform gameplay.

OTHELLO (92%) *Iss 2*

Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH (50%) *Iss 25*

Dodgy and badly repetitive platform collect-'em-up.

PAC ATTACK (77%) *Iss 43*

A top cart to take on a Journey or to the doctors when having bolts lanced.

PACMAN (51%) *Iss 7*

Basic game play and fiddly control. Things ain't what they used to be.

THE PAGEMASTER (62%) *Iss 38*

Another day, another platformer. We've seen it all before. You know which are the good ones; buy those and make a reviewer happy.

PANG (78%) *Iss 24*

Converted from the coin-op, this has 40 levels and a two-player option.

PAPERBOY (77%) *Iss 3*

This game gets a lot of fans. Dunno why though - it's as dull as the *Sunday Times*.

PAPERBOY 2 (50%) *Iss 10*

Virtually identical to the first game and just as lame.

PARADISE (92%) *Iss 11*

Isn't it the cutest graphics fool you - this is tough and very, very playable indeed.

PARODIUS (83%) *Iss 10*

A standard shooter at heart, but it looks fab and is plenty of fun.

PGA EUROPEAN TOUR (80%) *Iss 43*

Golf is the perfect sport for the Game Boy and this is almost as good a conversion as we could have hoped for.

PINBALL DELUXE (72%) *Iss 46*

Fun for a while but probably best if you're only going to play in short speeded-out bursts.

PINBALL FANTASIES (40%) *Iss 37*

And we thought they'd fluffed up the Super NES version. *Pinball Fantasies* is to pinball what *Atko* is to Vidal Sassoon.

PINBALL DREAMS (32%) *Iss 23*

Oh dear. Lousy graphics, lame gameplay and only three tables. Very sad.

PIT FIGHTER (27%) *Iss 10*

This has a massive five opponents and a grand total of three fighters. Hmmm.

POPEYE 2 (82%) *Iss 15*

Honest little platformer with no frills, but fast graphics and good gameplay.

POPULOUS (70%) *Iss 19*

A good attempt, but too awkward and too complex for the Boy.

POP-UP (61%) *Iss 14*

Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own little way.

POWERPAWS (34%) *Iss 20*

An unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PRINCE OF PERSIA (83%) *Iss 8*

A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT (71%) *Iss 14*

An absorbing and playable bash-'em-up. Best head-to-head available.

PROBOTOCTOR (92%) *Iss 8*

Would-be *Arms* won't find a better blaster on the Game Boy than this.

PROBOTOCTOR II (90%) *Iss 34*

As big, tough and frantic as blaster you'll get on the Game Boy. With more hi-tech weaponry than you can shake a big stick grenade at, *Probotector II* is exactly what the psychos have been waiting for.

PROPHECY (51%) *Iss 11*

Big and varied platform game, but it's much too tough and the action's very patchy.

THE PUNISHER (49%) *Iss 14*

Similar to *Operation Wolf*, but too repetitive and too annoying.

Q*BERT (80%) *Iss 7*

Just another platform-puzzler, but the gameplay is timeless and addictive.

QIX (81%) *Iss 3*

Guide a ship around, filling the screen as you go. Weird, but it's worth a look.

QUARTERBACK CLUB (46%) *Iss 27*

Four very weak events combine in this basic *Track And Field* type game.

RAGING FIGHTER (52%) *Iss 20*

Beat-'em-up with big sprites, but dull action. There aren't enough moves, either.

RACE DRIVEN (88%) *Iss 19*

Forget the dire SNES version - this is one of the best GB racers ever!

RADAR MISSION (53%) *Iss 3*

This is just like that old pen-and-paper war game, *Battleships*. Hmm.

RAGE DAYS (78%) *Iss 34*

Two rather different and playable games for the price of one can't be bad, especially as the *Four Wheel Drive* game looks and plays extremely well-even if it's not exactly exciting as such.

RAMPARTS (59%) *Iss 22*

Weird puzzler-cum-war game which gets impossible after a while.

THE REAL GHOSTBUSTERS (31%) *Iss 31*

Huge but unimaginative, repetitive outdated platform nonsense. Dull. Avoid it.

THE REN AND STIMPY SHOW (30%) *Iss 19*

You'd have to be really stupid to buy this. We're warning you!

THE RESCUE OF PRINCESS BLOLETTE (55%) *Iss 2*

As dull and aimless as the NES version. Don't bother.

REVENGE OF THE 'GATOR (85%) *Iss 1*

Pinball sim with fab arcade features. Get hold of it!

RIDDICK BOWE (32%) *Iss 49*

Boxing may be brutal, but it is a massively exciting sport. This captures none of that excitement.

ROAD RASH (29%) *Iss 22*

Basic race game with badly designed graphics and clumsy controls.

ROBOCOD (60%) *Iss 19*

Better than both the SNES and Game Boy versions, but still lacks content.

ROBOCOP (74%) *Iss 1*

Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 (86%) *Iss 10*

Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBOCOP VERSUS TERMINATOR (56%) *Iss 39*

This potential smash of a license turns out to be not only very average but a tragic waste of a half decent idea.

ROBIN HOOD (74%) *Iss 15*

Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND (80%) *Iss 19*

Simple design, but fun and engrossing platform gameplay.

R-TYPE (86%) *Iss 1*

A classic shoot-'em-up with great graphics and plenty of frantic blasting.

R-TYPE II (68%) *Iss 14*

Technically better than its predecessor, but it falls down because of its lifespan.

SENSIBLE SOCCER (70%) *Iss 25*

A tricky game to do on the Game Boy. A brave attempt, with a good two-player mode.

SIDE POCKET (59%) *Iss 1*

This pool game's okay with two players but it's rather disappointing otherwise.

SKATE OR DIE (76%) *Iss 2*

Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES (58%) *Iss 4*

The Game Boy version of NES' *Snake*, *Rattle 'N' Roll*, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW (71%) *Iss 6*

This is great on the move, but it's a bit too easy.

SOCCER (87%) *Iss 35*

Game Boy Soccer looks and plays very well. It took a while to get here but it was definitely worth the wait.

SOCCER MANIA (13%) *Iss 11*

A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER (72%) *Iss 1*

A playable top-to-bottom shooter, but let down by crude visuals.

SOLITAIRE FUNPAK (65%) *Iss 43*

12 games for £22 seems like a good deal but a pack of cards only costs about 50p. This one's only for the card freak.

SOLOMON'S CLUB (93%) *Iss 7*

Stunning puzzle game which brainboxes and arcade fans alike will enjoy.

THE SMURFS (82%) *Iss 34*

Disappointingly short, but it's difficult enough, and frankly, the curiously riveting gameplay makes up for any downsides. Whether you like the Smurfs or not, there's no denying this game's got that magic X-factor.

SPACE INVADERS (12%) *Iss 37*

Fun for five minutes. But then the novelty wears off and you feel a bit embarrassed about wasting your time and money.

SPEEDBALL 2 (51%) *Iss 16*

A poor version of the classic game. It's slow and the targets are unclear.

SPEEDY GONZALES (72%) *Iss 22*

A decent game with lots of nice touches. It's not particularly challenging, though.

SPIDER-MAN II (69%) *Iss 9*

A playable little platformer, but not really a superhero among games.

SPIDER-MAN III (70%) *Iss 19*

Dull, unoriginal platform-blasters which plays like a bag of pebbles.

SPIDER-MAN X-MEN (48%) *Iss 27*

A masterpiece of annoying gameplay and irritating quirks.

SPLITZ (83%) *Iss 20*

Bored with *Tetris*? Then get this. It's the most addictive puzzler to come along for some time.

SPOT: THE COOL ADVENTURE (66%) *Iss 18*

Very average *McDonaldland*-style game.

STARGATE (85%) *Iss 38*

The Game boy needed another decent puzzler and *Stargate* fits the bill with ease. Expand your brain and solve the mystery of the pyramids.

STARHAWK (65%) *Iss 19*

The same blasting formula as *Nemesis*, but with nowhere near the same excitement.

STAR TREK (57%) *Iss 10*

This has loads of levels and nice graphics, but the gameplay's lame.

STAR WARS (80%) *Iss 12*

This is big and tough, just like the old NES shooter.

SUPER HUNCHBACK (90%) *Iss 7*

Brilliantly animated platformer with dreamy gameplay and loads of extras. It's brill.

SUPER KICK OFF (77%) *Iss 6*

Quite simply the best footy game available for the Game Boy.

SUPER MARIO LAND (94%) *Iss 1*

A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 (70%) *Iss 12*

This has all the usual Mario stuff, but it's not really up to scratch.

SUPER RC PRO-AM (87%) *Iss 1*

Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR (86%) *Iss 11*

A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN (63%) *Iss 18*

Shoot-'em-up featuring Baloo the bear. Fun for a while but gets boring.

TARZAN (57%) *Iss 37*

It's familiar, standard stuff, it makes you wonder whether someone's invented a DIY Platform kit.

TAZ-MANIA (55%) *Iss 24*

A load of old tat. It's virtually identical to *Edd The Duck*, but not as quite as good.

TECMO BOWL (62%) *Iss 22*

Good-looking American footy sim which is too haphazard to be fab.

TENNIS (90%) *Iss 1*

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● Mega Drive for sale. Can play all types of Jap and UK games. Six games: *Golden Axe II*, *Streets Of Rage*, *Ghouls And Ghosts*, and others. It has a Mega stick. Will sell for £100.

Tel: (0181) 527 0729

● Games for sale: six games inc *DKC* and *Starwing*. Two joypads. All boxed with instructions. Good condition. £170 ono.

Tel: (01694) 78604

● SNES machine with two Pro Pads, US convertor, *Desert Strike*, *Stunt Race FX*, and *US Street Fighter II* £100 or offers.

Tel: (0113) 248 6110

● TOTAL! magazines for sale. Issues 1-40. All excellent condition. Sensible offers.

Tel: (01387) 264268

● Amiga 600 games for sale. Platforms, beat-'em-ups, etc. Also, Sega pads, joystick- rock bottom prices or package deal.

Tel: (01837) 54101

● SNES games for sale: *Smash Tennis*, *Super Soccer*, *Bomberman 2*, *Madden '93*. Any offers.

Tel: (0181) 591 0480

● For sale: SNES games from £5. SNES carry case £5. Game Boy with seven games £50. All unboxed but with instructions.

Tel: (01787) 312847

● UK SNES games: *PGA Golf*, *Unirally*, *Micro Machines*, *Illustration Of Time* £15 each. GB games: *SML*, *Hunchback*, *Probotector*, *Kirby's Dreamland* £4 each.

Tel: (01829) 733420

● Super Nintendo Player's game exchange now operating. Large choice. Call anytime.

Tel: (01707) 268285

● For sale - Over 100 videogame magazines, many first issues inc *Edge*, *NMS*, *Mega Tech*, *GamesMaster* etc. Later issues of TOTAL!, CVG etc. £45 for the lot.

Tel: (01203) 302043

● Nintendo, two controllers, gun, robot, box for games, 21 games. Will sell individually or altogether. VGC. Make me an offer.

Tel: (0181) 769 4742

● GB games - *Paper Boy*, *Bugs Bunny*, *Escape From Camp Deadly*, *WWF Superstars 1 and 2*, *Home Alone 2*, *Side Pocket* - £8 each.

Tel: (0181) 769 4742

● UK SNES with 10 games and two pads. Games mostly boxed with instructions, including *Bomberman 2*, *FIFA* and *Zombies*. £150. Ask for Michael after 4pm.

Tel: (0151) 474 9972

● SNES games for sale: *Mr Nutz*, *Aladdin* and *Super Scope*, all £25 each. Also Game Boy with magnifier and *Super Mario Land* £20.

Tel: (01704) 574434

● Super NES games for sale: *Bubsy*, *Zelda* £15 each. *Donkey Kong Country* £25, *Starwing* £7. 11 NES games and adaptor £45. Swap everything above for Amiga 1200 and money.

Tel: (01483) 272394

● SNES game for sale: *Mario All Stars* £20 ono. Must live in Tayside area or near. Will also swap for good game.

Tel: (01577) 864176

● For sale: TOTAL! magazine issues 5-11, 14, 17, 19-37 and 39. Price negotiable.

Tel: (016625) 68605

● SNES with one year warranty for sale, two joypads, Game Genie cart, nine of the best games including *Mario All Stars*, *Super Mario World*, *Street Fighter II Turbo*, *Starwing*, *Super Metroid* and *Zelda III*. All boxed with instructions including carry case. All for just £333 (open to neg).

Tel: (0171) 262 5314

● *Starwing* for sale: boxed with instructions (UK) £15 or swap. Also GB games: *Mario Land*, *Star Wars*, *Gremlins 2* and *Pipe Dream* - £5. Phone Bob.

Tel: (0181) 530 7232

● Game Boy, battery pack, magnifying glass, Game Genie, carrying case and 10 games. Will sell altogether or individually.

Tel: (0181) 769 4742

● SNES (UK), 16 top games, boxed with instructions, two joypads,

mags and guides, £220 (ono). Worth £400. Also a Game Boy, eight games, mains adaptor, two-player adaptor, some mags. £50.

Tel: (01295) 660630

● Sell *Aladdin* and *Mystic Quest* fully boxed with instructions. £20 or swap for *Sim City* or *Theme Park*. 12 Game Boy games including *Mortal Kombat*, *Tiny Toons*. No instructions. £100.

Tel: (0181) 900 1476

● *Zelda 3* (UK) as new £25 ono or swap for *Mario World*, *Secret Of Mana*, *Earthworm Jim* or *Super Star Wars*.

Tel: (01575) 574506

● SNES games: *Rise Of The Robots* £20, *Starwing* £10, *Donkey Kong Country* £30, *Alien 3* £20 ono. All boxed with instructions

Tel: (01829) 751180

● Super NES games for sale - *NBA Jam TE* £20, *Super International Cricket* £20, *SFII Turbo* (limited edition) £10.

Tel: (0181) 715 3963

● UK Super NES plus converter, *Killer Instinct*, *Yoshi's Island*, *Earthworm Jim 2*, *Bomberman 3*, *Super Mario All Stars*. All for £165.

Tel: (01708) 453502

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

To place an ad, write what you want to say in BLOCK CAPITALS on the right of the coupon. Remember to include your telephone code, although there's no need to put your phone number in the text of the ad.

I'm a reader and I want to say...

(Don't worry, dear readers - we won't print your address - unless you're placing an ad for pen-pals.)

Name

Address

Postcode

Tel

Parental signature

(Get your parent to sign if you're under 16)

Tick if you're a subscriber ☐

Tick if you want a boxed ad ☐

Write your message in here

Remember to use BLOCK CAPITALS

Classification

Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing - please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen-Pals and Messages). No trade ads.

TOTAL!

Crossword

WIN
A copy of 1
across

Rearrange the following words to come up with a favourite
TOTAL! regular: Crossword TOTAL! The (3,5,9).

Across

- 1 Major Mayhem takes on General Ahkboob in this reasonable conversion of the classic coin-op-blast-'em-up. (5,7)
- 7 A small word. A little word. A linking kind of word meaning a place or moment in time. Ropy old clue. (2)
- 8 Reviewed back in issue 3, this dodgy Game Boy game is just like *Battleships*. (5,7)
- 9 Surname of ex-Manchester United 'Governor' Paul. (4)
- 10 *Rival* ____, a good two-player stroll and beat-'em-up. (4)
- 11 ____ cop, futuristic law enforcer from film and game. (4)
- 12 The Ed. (3)
- 13 Means opposite of. The type of aircraft fire used in *Missile Command*. (4)
- 14 __ *Squadron*, a brilliant horizontally-scrolling blaster reviewed in issue 10. (1,1)
- 15 The fighters were made of this in a favourite old humorous beat-'em-up. (4)
- 17 The name of a whale, or indeed The Whale. (4)
- 18 Add 64 and you have this year's biggest event. (5)
- 19 The best Ice Hockey sim. (1,1,1,1,1)
- 22 Not AC, the Milan that 9 across joined. (5)
- 24 You're writing on it now. (5)
- 25 What Sharon Davies used to do before joining the Gladiators. (4)
- 26 Fat friend of Asterix. (6)
- 27 Tennis player Jimmy lent his name to a game. (7)

Down

- 1 Arnie's greatest role was turned into a very poor game. (10)
- 2 Fievel goes west in this plodding cartoon adventure. (2,8,4)
- 3 A bizarre galactic version of *Track 'n' Field* on the Game Boy. (5,8)
- 4 Historical figure that foretold the future, but couldn't predict a mere 70% on the SNES. (9)
- 5 Who ya goin' to call (if there's something strange, in your neighbourhood)? (12)
- 6 AKA *Starwing*. (7)
- 16 ____ Aces, flight sim that was moth-balled. (7)
- 20 __ime, Japanese cartoon art. (2)
- 21 __ Jackson, lent his name to a decent baseball/footy sim on the GB. (2)
- 23 Vic and Bob plus one, or East 17 minus one would be one of these. (4)
- 24 Our favourite version of *Super Street Fighter*. (2)

In the words of the popular, but slightly passe, football chant originating in the seventies, now used predominantly for letters pages and game intros – come and have a go if you think you are hard enough. The TOTAL! crossword is back in town and like an eel in a Swarfega shop, it's one slippery customer. Some people might say

that it's just about putting letters in boxes. To them I would say this: 'Which letters? Which boxes?'. Once you have found our 130 jumbled letters (some used more than once obviously) then send your answers to: The TOTAL! Crossword, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2DL. Your parents will be proud of you.



25
across, what
Sharon Davies used
to do before
Gladiators? Put on
her costume?



No Danny, she
used to come round
my place to watch the
Brookie omnibus and
have tea.



NEXT MONTH

Could this be the best
SNES game of 1996?
Check out our massive
review next month...

TOY STORY

AMAZING TIPS SPECIAL

The second half of our massive 40 page guide.



COUNTDOWN TO ULTRA 64

April sees the biggest console launch ever,
prepare for the shock with TOTAL!



BARGAIN BASEMENT

We show you how to get the most games for the least
amount of money.



ARCADE SPECIAL

We look at the best new machines and find out when
Killer Instinct 2, Toshinden 2, Midnight Run, Dirt Dash
and Time Crisis will make it into your home.



ON SALE: TUES 5 MAR

**THE ULTIMATE GAME BUSTING CARTRIDGE
IS NOW EVEN BETTER.**

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the *Action Replay MK3* Cartridge.

NEW MEGA CHEAT SYSTEM

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

EVEN MORE BUILT-IN CHEATS

Action Replay now has an even bigger list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW MENU INPUT SCREEN

Action Replay is now even easier to use. A new menu type input screen means that you simply "point" to the function that you require. No more typing.. simply use your joystick.

NEW BACKGROUND TRAINER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainers work while the game is still playing. No need to stop and start the game while you are finding cheats. Now you can find as you play!

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NO NEED TO WAIT

So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open -NOW!!

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES

01782 745990

line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.



STILL ONLY £39.99

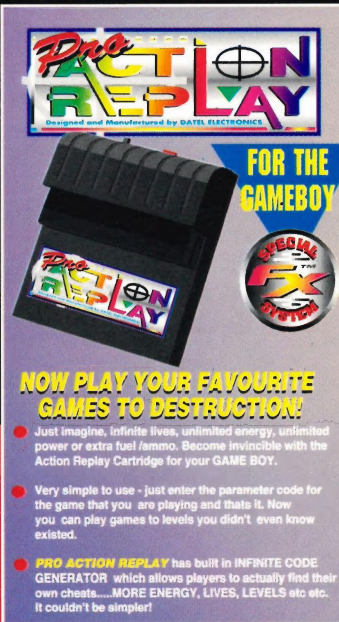
DIRECT MAIL ORDER CUSTOMERS ONLY.



TOTAL CARTRIDGE COMPATIBILITY IS HERE.



● The Universal Adaptor feature of Action Replay 3 is available separately!
With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!



NEW LOW PRICE

**DEALER
ORDERS
WELCOME**

CALL
01782 744707
 and we will ship your
 order same day.*

**EXPORT ORDERS
WELCOME**

- ▲ Please add £2.00 per order.*
- ▲ For next day delivery add £5.00
- ▲ For export orders we will quote shipping at cost via UPS.







01782 744707
 24hr Mail Order Hotline

FAX 01782 744292

* stock items
 * except where

DATTEL
ELECTRONICS LIMITED
GOVAN ROAD, FENTON, STOKE ON TRENT, ST42RS

FREE CATALOGUE

**FREE FULL
COLOUR
CATALOGUE
WITH EVERY
ORDER.**

Send large SAE with stamp if required.

£24.99

£14.99

NEW LOW PRICE
£19.99



FIFA 96 SOCCER



THE ACTION'S NOW HOTTER THAN EVER!

**200 National and International teams with more
challenging opponents. Tournaments, Leagues and Friendly Game
Modes, Penalty Shoot-outs and faster action all in 4 megs.
The most sophisticated and original football gameplay for Game Boy!**



AVAILABLE FOR
GAME BOY™



T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH. TEL: 01372 745222

EA SPORTS AND THE EA SPORTS LOGO ARE TRADEMARKS OF AND ELECTRONIC ARTS IS A REGISTERED TRADEMARK OF ELECTRONIC ARTS.
NINTENDO, GAME BOY, SUPER GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO CO. LTD. BLACK PEARL SOFTWARE IS A TRADEMARK OF T•HQ, INC. © 1995 T•HQ, INC.